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■ APRIL 1993

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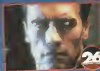
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ABC

READ 'EM AND WEEP

Go to these bookies and take a look at the ECTS line about The European Computer Trade Show, held in London's Business Design Centre this year. It's one of the biggest, brightest, and busiest software events in Europe. Trouble is, though, unless you actually work in the computer industry you won't be able to attend — yes, it's strictly trade only, we're afraid. If you're not going to be able to sample the delights of this Spring ECTS, then why bother taking your tin in the tin man place? Or, good point.



It's all in the great computer-games booth — young people's pocket money used to keep the turbocharged spinning across the UK, but now pop stars are finding in their empty sports cars far more recreational forms of transport as the turbo revolution bytes down!

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NEWS

If you've recently purchased an A1200 and you're feeling lost, confused and generally bewildered by the operating system, worry no more. Help is at hand in the form of the A1200 Insider Guide by Bruce Smith Books. £250 are renowned throughout the Amiga world for producing well-written and informative manuals, and this one's no exception.

With 226 pages crammed full of useful information and helpful illustrations, it's an essential buy if you want to know more about your 32-bit wonder and its accompanying Workbench distro. Retailing at £14.95, you can either look for it in your local book store or order it straight from our company. In fact, Bruce is a big fan of

AMIGA FORCE, so when we phoned to confirm that we had the correct address, he suggested a special OFF GFF deal exclusively for our readers (extra bill books, eh?). So just fill out this coupon, and send it with a cheque/postal order for just £12.50 made payable to Bruce Smith Books Ltd.

If you can't have an A1200 and, obviously, can't read the book, feel free to write to GFF for details of their extensive range — similar User Guides for the Amiga are available, as well as a wealth of other volumes, including (practically) everything Amiga. All are produced in Bruce's no-nonsense, no-frills style, and are highly recommended by our good selves.



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Made from the latest high-density compounds, this unique accessory not only looks good, it works well too. A serpent-like microscopic pit, as fine as the make is, describes the working surface of this plastic product, all we can say is that it feels as good as it looks in process. The mat performs exceptionally well, abiding to the task with a tenacity rarely reserved for games a bogey. It's non-slipability is matched only by the extended trackability factor for the mouse's ball rolls really well on it.

Don't take our word for it, though, why not enter our mini competition in an effort to win

one of our very own BBD haven't I decided how much I'd charge for the Splat!Mat yet, but will an \$8 be not too far off the \$9.99 mark. Further details about this, or any of the BBD range of accessories can be obtained by phoning the company on (0281) 428368, or you can write to them at this address: BBD Dart Covers, The Standard Centre, Cross Street, Southend, Essex SSO8 0AG.

EK! 25 FREE SPLAT!MATS UP FOR GRABS

To help a splat!mat mouse find of your very own BBD, simply answer the simple question below, and put your answer along with your name and address, in a postpaid — or sealed down envelope — and send it to: SPLATTER MATTER COMP, AMIGA FORCE, European Impact, Luton, Bedfordshire LU2 9JW, England to arrive no later than 15 April '88, when the first 25 correct entries come the top will win...

THE MOST TAXING QUESTION

Name one other computer-related product available from BBD Dart Covers (and if you get this wrong, double medical help immediately).

Every month in AMIGA FORCE, Ben The Darts from Channel 4's Big Breakfast computer-games section (Master Blaster, Mondays and Thursdays, 7-10 a.m.) will be providing terrific tips on the games at YOUR CHOICE! How will this work? Easy. Here are four screenshots from new releases, with the titles of the games and a telephone number. To vote for tips on the game of your choice, simply dial the number given in the message, and your vote will be registered! Whenever game gets the most calls will be topped in the next issue. It's as simple as that.

Now before you start answering in a cynical, what's in-it-for-me fashion, let us point out one very important fact: Each call will cost no more than 10p. Yes, that's right, just 10p!

PhoneCo is the only charge. We could have asked you to write in with your choice, of course, but the cheapest stamp would set you back 10p as, (international getting ripped off, a 10p EO would in fact end up being more than 10p).

STOP PRESS! The closing date for our special Master Blaster competition (see the card on the front cover) has been extended to April 15th 1988. Er, whoop!



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Big-Blue-2	10	100
Blended-Blue-Red-1	10	100
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Lemmings

TRADES



What can you say about a game so compelling and controlled as this? Is it a great game? Maybe. It's a visually entertaining, swimming and paddling game would be good for dummies, but none of those superlatives really do justice to such a thoughtful and infectious little computer-gaming history. Taking a good dose and inspiring you to a real sense of adventure in the world of the Land of the Flying Fish — maybe the DMA Design team responsible for programming Lemmings have been an in-demand subculture? Well, now, if you look at it, the game is a winner from start to finish. It just hope that the slightly inflated price-point won't drive many potential buyers into chaos.



■ Pyggnosis, £29.99

Lemmings 2 is a definite improvement over its predecessor. Whereas *On Your Mark* Lemmings was merely an action levels package, *Tales* is a mixture of old ideas with a whole lot of new. All the end of the day, there's still the same game behind all the fresh cosmetics, but this is a sequel that moves forward, as opposed to the usual sideways. Personally, I think it kicks the original clear out of sight, and does a stronger sell over the rest of the competition.

If you've never seen (or heard) of *Lemmings*, you're in for a real treat. It's something special. There's some argument as to whether it was a

good game at first, but eventually it had you a rising tide of little lemmings from certain death. This was done by clicking on icons along the bottom of the screen, representing different abilities, and then awaiting them to the appropriate spots. Using a mouse, you'd have a limited amount of time to get it all into an exact point. But, and you'd have the pleasure of making the level and watching the little ones explode. It really was an innovative idea, and soon you were hooked with little Lemmings digging, floating, climbing and exploding all over the place.

The sequel's story line tells us that after the original game, the surviving Lemmings discovered an island. Splitting up into groups, our furry friends colonized various areas, and took up characteristics unique to that region (hence the *Tales* title). However, after living happily and relatively trouble-free lives for a period of time, a dark shadow was cast across their land. A disaster was about to happen, and the only way this could be stopped would be to use a special amulet.

Sadly, it wasn't as easy as that. The amulet was split up into several different pieces, scattered among the different islands. To save the Lemmings and their land, these pieces had to be collected and assembled.

Sale activation

One of the biggest departures from the original is that only one Lemming has to be saved per level. This also means this is the last Lemming game the amulet piece — simply really. Of course, parties will want to save them all. Pyggnosis agrees on that, its preceding and *Lemmings* 2. It takes for and positively encourages that.

Nevertheless, once you've ploughed through the screens on one section, that amulet piece is safe and ready to be joined to the others.

Each title (and their dozen or so screens) can be accessed through the wonderfully drawn map screen. Believe me, the variety is great — we've got Space Lemmings, Circuit Lemmings, Highland Lemmings (yeh, not here!) and many

“Even if you didn't like Lemmings, this will convert you”

■ It was easy to see how the original Lemmings could be improved upon by adding more variety and extra abilities — the real difficulty was in doing so without totally ruining the clever bumbling gameplay. Well, the good news is that programmer David Dango knew enough to change enough things to make it distinctly different from its predecessor, but they haven't thrown the baby out with the bath water. The heart of the game remains intact, but it's even funnier and more fun to play. Some of my favorite new Lemmings are the Archers (the snail-dung system is dead easy to use), Filers (who push cement into holes), and the more violent Flame-throwers and Motor-heads. There are over 50 such talents to be discovered throughout the levels, making progress even more satisfying than before. If you miss Lemmings 1, you may as well jump off a very high bridge! **A**



■ Is it a bird? Is it a plane? No! It's Super Lemmings! One of the most hilarious characters in the game, this guy'll save you in a fix.



room, each with special abilities essential to their survival. I won't list any of them — I had so much fun discovering them for myself that I'd be a real snail to type it for you — suffice it to say that the Super Lemmings is absolutely hilarious.

With Lemmings 2, you can access any trick at any point, with your achievements in each area recorded in memory. Obviously, this makes a password system impractical, and so a save game option has been included. Other additions include a "fun" option to blow floating flames in the appropriate direction, and a "fast forward" switch to speed up the game (as seen on the Macintosh version of Lemmings). Also, the levels are accessed using multidirectional scrolling (as opposed to simple left-right). This means larger (and) ultimately more complicated levels. Great stuff.

Even though I loved Lemmings 1, I grew tired of it after a while, because things began to get a little repetitive. With L2, though, you've got an excellent (and to mention something, spoiled) of levels, each offering just as much as the original did. I do even go as far as to say that even if you didn't like Lemmings 1, this will convert you. The graphics are superb, with the best miniature sports animation I've ever seen, and the sound is as catchy as it is entertaining when you lose horribly. That is, when I've got you to go play it again.



TIP TIME! Pause the level before any of the Lemmings drop, so you can have a good look around the landscape to see what must be done.



■ The new Grappling Hook. Lemmings rightly is essential to reach all these awkward places...



BEATEN OWN GAME

At last, the eagerly awaited **Sensible Soccer Challenge** kicks off. In Issue Two we invited readers to send in disks containing highlights of their most glorious victories. The best two won a trip to the A-FORCE offices for a special league involving the programmers of the game, and the A-FORCE staff. **JAMES 'OWN GOAL' PRICE** commentates on the action...

After browsing down the giant list in issue 1, we were inundated with disks containing highlights of our readers' soccer exploits. It seems many of you feared your chances against the Sensible Soccer programmers and offer a lengthy bout of professional judging. We decided upon two editorial individuals: namely Tom and Michael.

They arrived just after the specified 12 o'clock meeting time, but the programmers were ready to let them. After roughly an



Phil keeps in a scudner from the best way here, while James is left way to the humiliation of a lobster!

hour and a half of waiting, they crashed into the park with all manner of angry revving and apologetic. Introducing themselves as Chris, Jodie and Jan, they signed the victory book and bodily strode into the challenge room.

After choosing our favourite teams, we plunged Wright into the action, with Phil's Belgium against Michael's Denmark. It's widely agreed in the office that Phil King is consequently the best Sensible player, even though he's been beaten by both Steve and me on certain occasions. With this in mind, I came to something of a shock when our elements Deep Ed was held to a 4-4 draw by the plucky young reader.

Next in the last my majestic self (England) and Sensible Software's James (Germany). In a match involving every negative integration

JAMES: 'I hope you all die horribly in a freak yacking accident!'

and a high mortality rate due to the atrociously bad English skills, I found myself at the wrong end of a scathing 0-5.

After losing a steady stream to such as I handed over the joystick to Cardiff supporter and Managing Editor Steve Shields (Ireland). He's currently down the short straw for his first match; his opponent was none other than

Chris, the guy who largely scored Squaw. Steve (predictably) lost 2-1 to the end, and our other visiting reader (Tom) was the engineer of a surprise victory over Sensible's resident quiz Jon. With this final score of 2-1, the first group of matches is over. Finished, and the AMIGA FORCE game found themselves in the green lane of the league...



NAME: Steve Shields
AGE: 32
OCCUPATION: Managing Editor
TEAM: Holland



NAME: Phil King
AGE: 34
OCCUPATION: Deputy Editor
TEAM: Belgium



NAME: James Price
AGE: 18
OCCUPATION: Staff Writer
TEAM: England



NAME: Tom Yates
AGE: 18
OCCUPATION: Student
TEAM: Brazil

AT THEIR GAME!

CHALLENGE

...OVER TO YOU, STEVE

■ **Now over the moon** when I read the amount of entries we received for this challenge, but soon felt no side as a winner when I expressed the sheer brilliance on display. Surely no one could score from that angle! Obviously, the league was going to be tough. Very tough.

As I hoped, I was entirely correct in my assumptions. But what I didn't count on was the ingenuity of the programmers themselves. Obviously, as the boys were playing away from home turf — but they brought their own pistons and minor point that they did program the game. At the end of the day, the best merit went: congratulations again, Tom, you deserved it. What a good time — plus a few pins! — was had by all. Would I do it again? Watch this space for more on already football! ■



My word, this Phil character sure is a tough nut to crack...

Gee, this guy's completely useless! What a novice...

He has him, what a flaring cartoon.

Ever seen my impersonation of Stan Laurel? Check it out!



■ **Tension mounts as the Sensible Soccer league rolls on to its inevitable conclusion.**

We were robbed!

It was inevitable they'd be a hot-house judge match, but for some reason when Phil and I played I thought I was playing Steve! Right? I'd again most of my time hacking down his Bayern forwards. After 60 minutes my team were a little depleted in numbers (three men sent off, his his his — Man Ed) and Phil stepped back to a 4-0 victory. Medical took his Danish side to a 2-1 win over a Danish team that had been unstoppable in its first match, and Steve took up to Joe.

Surely the designer and graphical staff could give us a better performance than to let in the first round? After all, he knows what those little guys can do — he drew and animated them — but surely he possesses knowledge and skill to help the Lithuanian captain and he let one goal in

STEVE! Top notch time! In the coffee shop, and not enough time drinking coffee!

towards the end of a tight match, so 1-0 to Steve (it was a corker, too! — Man Ed).

Obviously, our other reader guided his Punnett to an unbelievable 3-1 victory over Gad himself (a programmer, Chris). How could this have happened? It seems I've seriously underestimated young Tom and his totally Cuisinart mystique as he rose high pole position in the first challenge. Could he keep his place while everyone else desperately tried to find some form?

Phil learned to have discovered his, as he beat Germany in an emphatic 4-1. Holland lost 3-1 in a well-analysed Denmark, but the real shock came during the following game.

I was playing Italy (Chris) and had been dismissed as a no-hoper (remember, some pity foreman and in scorching shot from just past the halfway line later I found myself in charge of a 1-0 lead). After a

hacker match, the final score was the tale of England's first victory, 4-1. The Sensible camp cranked even further when Jon finished on using his previous tactic of losing



■ **NAME:** Michael Owen
■ **AGE:** 18
■ **OCCUPATION:** Footballer
■ **TEAM:** Liverpool



■ **NAME:** Jon Horn
■ **AGE:** 37
■ **OCCUPATION:** Computer Programmer
■ **TEAM:** Lithuania



■ **NAME:** Steve
■ **AGE:** 34
■ **OCCUPATION:** Computer Programmer
■ **TEAM:** Germany



■ **NAME:** Chris Chapman
■ **AGE:** 39
■ **OCCUPATION:** Computer Programmer
■ **TEAM:** Italy

CHALLENGE

...OVER TO YOU, PHIL

■ The championship went right down to the wire in that last match against Tom. The six-day contest, saved for a long-but some came with those charge leaders, using devices. He did play, eventually, and after a bit of a fight, though, and then, he observed the title. Michael was another tough opponent. I thought I had him beaten at 3-1 up, but he made a determined comeback. In the end, I only just managed to grab an equalizer in the dying seconds.

Despite losing the 3-2, despite the challenge, emotionally — I remain a champion to have good opponents for so long. I even found out a few more about the game from the Swedish game. So you know that if you have the game, remember, the old world and another old world, it's a little bit to have a full side of it. It's not a little bit. Another game came up after the Swedish game, a different game against John. He found a way to obviously dominate the area, but it's the position of the ball that determines whether it's a penalty or not — that's John's design. ■



against me by taking my joystick, leaving me with a horrible pain of (please) that level from to their wedges (and I did to control methods). Chris went down once again in a 3-0 summing at the hands of John's Germany, and Michael made up for his previous defeat by real and truly destroying John and his little green Lithuanian. Also, even though I'd appeared to have found form in my two previous matches, I was still hammered by an obscenely talented Tom, dominating under my breath. I now given the (just over) halfway league positions.

	P	W	L	D	GO	PS
Russia	4	4	0	0	+5	8
Belgium	4	3	0	1	+3	7
Denmark	4	2	1	1	+3	6
Germany	4	2	2	0	+3	4
Holland	4	1	2	1	2	3
England	4	1	2	1	7	3
Italy	4	1	3	0	-4	2
Lithuania	4	0	4	0	-9	0

With a mere three matches left to play, the main competition seemed to be between Phil and the two readers. John and his Lithuanians had easily eliminated them selves from a possible league championship by being quite fairly crap. As for Chris — we were really coming to the conclusion that he wasn't quite as holy as we'd initially expected.

After a (mostly liquid) lunch, I (have returned to get a 1-1 draw with John. Both were performed in the backhanded manner that these things positions suggest, and neither of them could now possibly win the championship. Phil's Belgium met their maker and proceeded to stuff Chris in a 3-0 display of borderline slapping, while John got his first

victory (3-1) against (cough) England with my compassionate little goal behind the joyride. Really, I only let him win because I felt sorry for him — honest!

The Gold Cup may be over now, but when Tom and his Pleasant House only the plain there was a definite arms war. There was also a long war, but not. John was and he struck John down with all the force of an atomic explosion in a under-dirty exchange. 3-0 was the result and I'm afraid John's comment was unprintable.

'Er we go — there they went!

Another A-FORCE grudge match was the Phil vs Steve game. Phil was on top form and seemed almost unstoppable but, even though Steve lost in the end, Phil was kept to a modest 3-1 victory (my winner was a coaching goal though — Dep Ed). Michael went into overtime to his disappointment with Chris — not satisfied with two or three goals he plunged for a whopping six and Chris seemed destined for the murky depths of last place.

John's goose-stepped the German team onto the pitch, and after 90 minutes matched them off again with a functional 1-0 victory over fellow Swedish team member John. Steve took to the pitch again an exceptionally united Russia and got sent to Siberia (quite surprise) in the inevitable 4-1 defeat.

Well, with everyone having one match left to play (and all to play for in some cases) here's how things looked:

	P	W	L	D	GO	PS
Russia	5	5	0	0	+10	10
Belgium	4	5	0	1	+10	11
Denmark	5	4	1	1	+13	9
Germany	5	2	3	1	+0	5
Holland	4	1	3	2	-0	4
England	5	1	4	1	12	3
Lithuania	5	1	5	0	-9	2
Italy	5	1	5	0	-12	2



CHRIS: 'The only winner on the day was the Stoller' (Angry)

The first tie-or-death match was between Chris and John, with their respective Lithuanian and Italian teams desperate to avoid the wooden spoon. It was certainly a colossal struggle as they fought an end-to-end battle, with neither giving an inch until the second half, when John got the piece (the chocolate orange) while the big stone ball squashed the (stupid) suicidal programmer.



■ Steve and handshakes all round after a thrilling final — golly, what a sporting fellow Phil is, an understatement! 4-2 was the verdict with the winners of first place for poor old Chris. Snigger.

The biggest match of all was the intro, awarded Tom vs Phil confrontation. Pooty Phil needed a win to finish too, for Tom's sake would it. In what could only be described as the tightest match in the competition, Russia just scraped through in the end, as the A-FORCE knight failed to vanquish the disorganised student. 4-3 to Tom, and the final score, and Phil was heard commenting 8521421.

Finally, I had to hear Michael's Denmark in what Phil is completely second place. However, you know how things go, so I decided to let the reader win (is that why you had to say in your eyes, then?) — Dep Ed. 3-1 was the final tally.

At the end of the day (Chris), the table took a sorry tale. Two readers, agonised three professional games reviewers and three programmers. Luckily, everyone was pretty chuffed with how the day went and all in all I'd do it again. Next time though, let play properly.



DIZZY

MY HEAD IS SPINNING!

BRAINWASHING JAMES

To provide an important segment on how Dizzy games have evolved on the Amiga, we needed someone who'd never played one before. So, we grabbed James, the resident nit, and asked if he'd attempt to play a Dizzy offering. We then fed him the game one by one in the order they were released. Here's what he made of them:



FANTASY WORLD DIZZY

It's really the subject of this week on *THE AMIGA*. *Fantasy World Dizzy* is a couple of games, "Fantasy" is the location of the trackball. While this, which is a challenging development on the platform provides a little more opportunity for character interaction. As well as Dizzy, we now have Dizzy, Dizzy, Dizzy, Dizzy, and Dizzy for you to be a dandy! — who all help in planning, the well-versed Dizzy.

It's not a few graphical trends, but the use of full-screen pictures of eggs for character interaction. FWD is pretty much the same game as the previous one, but the character makes a world of difference — mostly from the look and better system for eggs, especially in the first level. You can also see the two levels, and are consequently able to play them in the right order (at the right time).

Once through the impressive and well-designed, it's a well-liked game. *Fantasy World Dizzy*.

TREASURE ISLAND DIZZY

Dizzy's first game, *Treasure Island Dizzy*, was the first of the series. It was a simple game, but it was a good one. It was a simple game, but it was a good one. It was a simple game, but it was a good one.

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Expanding the rules and the rules, *Treasure Island Dizzy* was the first of the series. It was a simple game, but it was a good one. It was a simple game, but it was a good one. It was a simple game, but it was a good one.



That blasted egg gets everywhere! Not satisfied with the occasional review, Dizzy has wiggled his little ovoid body into this eggstra-special feature, detailing the life and times of the most famous character ever to come out of a chicken's bum.

THE EGG HIMSELF

Dizzy's egg-shaped debut was greeted by a rather frosty reception. In the platform-dominated Spectrum world, it seemed the odds of this little egg were not enough to please, and everyone saw it as just another budget release.

Years later, after console and 16-bit releases, the egg is still collecting on shelves to be used that each game has gone from strength to strength, but you've got to admit they're all followed the same formula. Some people are probably happy with this, and can't get enough of it, unless others have a complaint and say "why don't developers ever do anything original? Well, YA BOO! BUOOS TO YOU! We've Dizzy games. If you don't like them, don't buy them — and stop writing in to complain. Honestly, some people

KWIK SNAX

At Dizzy, and the Yoko's Band have just returned from a successful world tour and decide to go on holiday to recover. Unfortunately, they can't agree on where to go, and find themselves arguing about possible destinations. Even more unfortunately, they make no mention of Dale while he's trying to get some sleep, and as a bit of rage he casts spells upon his four Yoko's citizens. Dizzy has to save them—he wants them to see the great farewell gig he's got planned at the local club.

Remember Pong? The old arcade classic caused many a headache in its heyday, and this is a particularly good (not to mention well-presented) version. If you haven't seen the original, you won't know that it involves pushing blocks around while avoiding enemies and collecting goodies. It's a bit good-mean fun, although the seasoned gamer/player will find its title too silly (it's worth a healthy snigger).

BUBBLE DIZZY

Bubble Dizzy is the only Dizzy arcade game to use its proper title. It's also the most entertaining.

Basically, Dizzy has to slide bubbles to the top of a vertically scrolling area. However, he can't stand on a particular bubble for too long, otherwise it pops, leaving Dizzy to fall back to the bottom. So, Dizzy must jump between the assorted bubbles: it's not a particularly impressive genre (other titles exist), but it is fun, and it serves its purpose well enough.

Mobies are introduced further by the addition of many fish and an "eaten fish" bit. This makes matters considerably trickier in places, as, as mentioned earlier, Dizziness is increasing. Climbing, as they say, isn't for the fainthearted to the bottom... ARCADE BY NINE.

FAST FOOD

Possibly the least-inventive (but most easily accessible) of the Dizzy arcade games, Fast Food is a tongue-in-cheek title with attractive graphics and a few power-ups. While it remains enjoyable for a while, you can't quite get it out of your head that there's not that much to do.

Well, it is a great game for younger players, as they're not going to be disappointed by awkward controls or tricky gameplay. I really can't fault him, but the Dizzy connection though... it's a wee bit tenuous here.

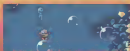


DIZZY DOWN THE RAPIDS

Another water-related game, but this time you're fortunate to be floating on it (as opposed to drowning). Telling down the vertically scrolling levels, you have to reach the end of a section while dodging off (and avoiding) crocodiles and other aquatic beasts.

Ever heard of Yacht? The arcade version was immensely popular, but the official conversion received fairly average reviews in the computer press. Amazingly enough, Rapids is a tribute to the aforementioned game, but with a better control method and... it's better—the egg.

You won't really be moved by this one, the body tumbling isn't too difficult, but there's certainly a good character's introduction in its water level levels.



PANIC DIZZY

At this time we've got Dizzy in a puzzle game situation, with the title being curiously apt, and yet hopelessly inaccurate. Panic is very true—that's exactly what happens. Dizzy? Right! Well, it's not there a part of this than I am the fumes getting to my fingers.

Regardless of the other odds, I can't quite move up my mind about Panic Dizzy. It's a very simple—perhaps overly (probably) so—but still very competitive. Four stars are given at the top of the playing area, and underneath are four stars. The idea is to fit the falling shapes into the appropriate holes to progress onto further more difficult levels. Move a shape and the piece moves closer to the hole, eventually creating the panic mentioned in the title.

As with Panic Of The Yoko's, this is a game that would be a lot better on the Cabbage Adventure computer. Though not really enough there to keep anyone, but the most intense puzzle has interested in the long run, but it's still a damn enjoyable game.

CONSOLE YOURSELF

■ WITH A WINNING COMBINATION OF SPECIAL QUINCY CART!

There have been a lot few Dizzy games released on the Amiga, but no doubt you're all aware of one that you can't get (including the original Dizzy which was a bit useless anyway). Yes, The Fantastic Adventures Of Dizzy has been placed from the roof tops for being a rather smart NES cart with a large amount of adventuring complemented by some excellent arcade sequences.

Sadly, not many people could afford to buy a Nintendo just to play this, so we're offering the rather fairly price of the aforementioned console and cartridge, and will even throw in The Dizzy Collection and Dizzy: A Fantastic Adventure for good measure. Five currencies up will be placed in an altogether special way with their own Dizzy T-shirt.

All you have to do to enter is pen a picture of the infamous egg himself. Allegedly, one of the Dizzy coders called our loved drum Mr. Dizzy To Draw, so to make it a little more today, we want to see him doing something out of the ordinary (the funnier the better). Simple enough, hey?

Send your artistic entries to: DIZZY HAZZY LET'S GO! DIZZY COMPS, AMIGA FORCE, European Project, Ludlow Shopping, SWS 13M. The egg timer runs out on 18 April so don't outtake it.





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SURVEYING THE SCENE

SURVEY

(Your chance to put Steve to shame or put James on the back!)

(7) Overall, how much would you say you like **AMIGA FORCE**?

- 4030 ☐ Like it loads
4031 ☐ It's OK I suppose!
4034 ☐ Don't like it much
4035 ☐ It stinks!

4036 ☐ I've never really given it much thought!

(8) What do you like best in **AMIGA FORCE**? (please write in)

(9) What do you hate most about **AMIGA FORCE**? (please write in)

(10) Turn to the cover of this very issue and tell us if you...

- 4037 ☐ Like it a lot
4038 ☐ Quite like it
4039 ☐ Don't like it
4040 ☐ Hate it
4041 ☐ I've never really given it much thought!

(11) We asked the people in the **AMIGA FORCE** office what they thought of the cover. Below we have put names of their comments. Tell us which one you agree with!

- | | | |
|-------------------------------|-------------------------------|-------------------------------|
| Agree | Disagree | Don't Agree Or Disagree |
| 4042 <input type="checkbox"/> | 4043 <input type="checkbox"/> | 4044 <input type="checkbox"/> |

Cover is eye-catching 4045 ☐ 4046 ☐ 4047 ☐
It makes AF look like a far away 4048 ☐ 4049 ☐ 4050 ☐
It gives a good idea of what's inside this A-FORCE 4051 ☐ 4052 ☐ 4053 ☐
Makes me want to look inside 4054 ☐ 4055 ☐ 4056 ☐
There's too much on it! 4057 ☐ 4058 ☐ 4059 ☐
Love the artwork 4060 ☐ 4061 ☐ 4062 ☐
I think the cover looks out of date 4063 ☐ 4064 ☐ 4065 ☐

BE WHAT DO YOU THINK OF AMIGA FORCE?

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A: GETTING YOUR COPY OF AMIGA FORCE

(Tell us how you came to be liking our this questionnaire)

(1) How did you first hear about **AMIGA FORCE**?

- 4021 ☐ Saw it advertised in another magazine
4002 ☐ Heard about it on radio
4003 ☐ Saw it on TV
4004 ☐ Saw it in newspapers
4005 ☐ Friend told me about it
4006 ☐ Some other way (please write in)

(2) How often do you buy **AMIGA FORCE**? (It now comes out monthly)

- 4007 ☐ Every month
4008 ☐ Every other issue
4009 ☐ Less often
4010 ☐ This is the first one

(3) How likely will you be to buy the next issue of **AMIGA FORCE**?

- 4011 ☐ Very likely
4012 ☐ Quite likely
4013 ☐ Not very likely
4014 ☐ No chance

(4) How did you get this copy of **AMIGA FORCE**?

- 4015 ☐ I took it on subscription
4016 ☐ It was delivered to my house by the local newspaper
4017 ☐ The newspaper keeps it for me behind the counter
4018 ☐ I saw it in a shop and bought it on impulse
4019 ☐ I went into the newspaper specifically to buy it
4020 ☐ I didn't buy it — it was given to me
4021 ☐ Some other way (please specify)

(5) How often do you visit your newspapers to buy or check out magazines?

- 4022 ☐ Every day
4023 ☐ A couple of times a week
4024 ☐ About once a week
4025 ☐ About once a fortnight
4026 ☐ About once a month
4027 ☐ Less often than once a month

(6) How do you do with any back issues of **AMIGA FORCE** you have?

- 4028 ☐ Chuck them out
4029 ☐ Keep them in case I need them for info later
4030 ☐ Loan them to a mate to read
4031 ☐ Other (please specify)

(12) Below we have listed the sort of things you are likely to find in **AMIGA FORCE** every month. We want to know if you think we've got the right level of coverage — so tick the box closest to your opinion...

	Too Much	About Right	Too Little	Don't Know
News	4066 <input type="checkbox"/>	4067 <input type="checkbox"/>	4068 <input type="checkbox"/>	4069 <input type="checkbox"/>
(Read All About It)	4070 <input type="checkbox"/>	4071 <input type="checkbox"/>	4072 <input type="checkbox"/>	4073 <input type="checkbox"/>
Local Reviews (Have Review)	4074 <input type="checkbox"/>	4075 <input type="checkbox"/>	4076 <input type="checkbox"/>	4077 <input type="checkbox"/>
Newsweek (Just Around the Corner)	4078 <input type="checkbox"/>	4079 <input type="checkbox"/>	4080 <input type="checkbox"/>	4081 <input type="checkbox"/>
Budget Reviews (Budget Bargains)	4082 <input type="checkbox"/>	4083 <input type="checkbox"/>	4084 <input type="checkbox"/>	4085 <input type="checkbox"/>
Full Price Reviews (Full Price)	4086 <input type="checkbox"/>	4087 <input type="checkbox"/>	4088 <input type="checkbox"/>	4089 <input type="checkbox"/>
Features (Daddy's Boy etc)	4090 <input type="checkbox"/>	4091 <input type="checkbox"/>	4092 <input type="checkbox"/>	4093 <input type="checkbox"/>
Competition	4094 <input type="checkbox"/>	4095 <input type="checkbox"/>	4096 <input type="checkbox"/>	4097 <input type="checkbox"/>
Parade	4098 <input type="checkbox"/>	4099 <input type="checkbox"/>	4100 <input type="checkbox"/>	4101 <input type="checkbox"/>
Letters (Force & Mail)	4102 <input type="checkbox"/>	4103 <input type="checkbox"/>	4104 <input type="checkbox"/>	4105 <input type="checkbox"/>
Playing Classics (Tape For All)	4106 <input type="checkbox"/>	4107 <input type="checkbox"/>	4108 <input type="checkbox"/>	4109 <input type="checkbox"/>
Learnings (Update)	4110 <input type="checkbox"/>	4111 <input type="checkbox"/>	4112 <input type="checkbox"/>	4113 <input type="checkbox"/>
Cheer Cards (Out out N' Cheer)	4114 <input type="checkbox"/>	4115 <input type="checkbox"/>	4116 <input type="checkbox"/>	4117 <input type="checkbox"/>
Big Breakfast Column (Mister/Miss)	4118 <input type="checkbox"/>	4119 <input type="checkbox"/>	4120 <input type="checkbox"/>	4121 <input type="checkbox"/>

SURVEY

(12) AMIGA FORCE currently does not send magazines to games it reviews. Should it? (please read **EVERY** option before you get ticking)

- 4115 ☐ Yes — for all games
4116 ☐ Yes — but only for full-price games
4117 ☐ Yes — but only for budget games
4118 ☐ No — not for any games
4119 ☐ Look, I really don't care!

(14) If you DO want percentages, how should we do them?

- 4120 ☐ Overall percentage only
4121 ☐ Individual percentages split into categories (sound/graphics/playability etc)

(16) In percentage terms which overall mark would you expect a dead average game to be nearest to?

- 4122 ☐ Below 50%
4123 ☐ 50%
4124 ☐ 60%
4125 ☐ 70%
4126 ☐ 80%
4127 ☐ 90%
4128 ☐ 100% (!)

(18) If you have seen/bought any of the games reviewed in AMIGA FORCE how does our review compare with your opinion of the game?

- 4129 ☐ AMIGA FORCE got it spot on
4130 ☐ AMIGA FORCE gave me the impression it was better than it is
4131 ☐ AMIGA FORCE didn't like it as much as I do
4132 ☐ I haven't bought/seen any games reviewed in AMIGA FORCE

(17) Who do you trust most when reading reviews and comments?

- 4133 ☐ Steve Shuttle
4134 ☐ James Price
4135 ☐ Phil King

(19) (a) If AMIGA FORCE is not your favourite AMIGA magazine tell us which one is... (write in)

(b) Why is it better than AMIGA FORCE?

(c) What is your second favourite Amiga magazine?

(18) Who is your favourite writer on AMIGA FORCE?

- 4136 ☐ Steve Shuttle
4137 ☐ James Price
4138 ☐ Phil King
4139 ☐ Ben the Boin

(20) What do you think of AMIGA FORCE comments?

- 4140 ☐ They're great
4141 ☐ They're OK
4142 ☐ They're too bright
4143 ☐ They're too dark
4144 ☐ Other (please write in)

(21) What do you think of the game maps and playing guides in AMIGA FORCE?

- 4145 ☐ They are really really useful
4146 ☐ They are quite handy
4147 ☐ I don't mind them (but don't use them much)
4148 ☐ They take up too much space
4149 ☐ They are a complete waste of time!
4150 ☐ Other (please write in)

ABOUT YOU

(When we get messy you'd better watch out!)

(22) Sex (do not reply "yes please")

- 4151 ☐ Male
4152 ☐ Female

(23) Age (please write in)

(24) How long have you had your Amiga?

months years

(25) Which sort of Amiga is it?

- 4153 ☐ A500 4154 ☐ A500 Plus
4155 ☐ A800 4156 ☐ A1000
4157 ☐ A1200 4158 ☐ A1500
4159 ☐ A2000 4160 ☐ A3000
4161 ☐ A4000

(26) Do you plan to upgrade to a better Amiga model in the next year?

- 4162 ☐ Yes
4163 ☐ No

If YES, which one?

(write in)

(27) The AMIGA FORCE crew are starting a very special panel of readers who will be invited to take part in the production of the magazine each month. The panel members will be contacted from time-to-time to answer questions

about how to improve AMIGA FORCE and to give opinions for use in news and features. There are only 50 panel places available. Would you like to be considered for the AMIGA FORCE reader panel?

- 4164 ☐ Yes
4165 ☐ No

(28) What is your telephone number? (If you are under 13 years old we won't contact you unless the last section on this form has been signed)

(29) People wishing to join the panel should enclose a colour photograph if possible. Have you?

- 4166 ☐ Yes! My photo is enclosed
4167 ☐ No — I haven't got any photos of myself
4168 ☐ No — but I don't want to join the panel anyway!

(30) What's the best time to contact you by telephone? (please write in)

**APPIX
PHOTO
HIRE**

(31) Please write your full name and address here (NEATLY!)

Name Address

Postcode

(32) If you are under 13 and want to join the reader panel, please get your mum, dad or guardian (but not your big brother or best mate at school) to sign here to say it's OK with them...

If I consent to the applicant being contacted by the editorial team of AMIGA FORCE from time to time, and I don't read AMIGA FORCE writing directly to him/her now and again.

SIGNED

GATE

That wasn't so difficult now, was it? Don't forget, ten free subscriptions are up for grabs and you don't even need a stamp — so mail it today at this address: AMIGA FORCE SURVEY, EUROPEAN IMPACT, FREEPOST, LUDLOW, SHROPSHIRE SY5 1BB. Then you can sit back and relax, safe in the knowledge that your views and opinions are being scrutinised.

JUST AROUND THE CORNER

The A-Team refuses to review any games that aren't 100% finished. We're not in the business of claiming a game 'the best release of 1993', after playing just the first level. The following products are NOT finished, so we're PREVIEWING them and leaving our judgment till we get the completed versions. If you see REVIEWS of them in other Amiga magazines' April issues (released around the middle of March), you know the score...

KID PIX

• Electronic Arts

PR — is not a game, and doesn't appeal to the vast majority of Amiga PC/PAGE readers, but Kid Pix is still worth a mention in view of its considerable merits. Essentially, it's an art program for kids, with a variety of games, pre-defined pictures and functions to make those pictures more interesting. There is also a large amount of sampled speech and FX for the further amusement of little people everywhere.

We've had the Apple Macintosh version in the office for a few months now, and wannabe Michelangelo (Phil King) tried to create his masterpiece with the help of the aforementioned and his trusty mouse. A while later, after being given a hard 2/10 — See Me for his efforts for his Art Ed, he retired to sulk in the coffee area. Perhaps he meant he'd like to be a turbo artist.

Nevertheless, as we look toward the Amiga version — after all, who says it's just for children?



YO! JOE!

• Hudson Soft

Easily the winner of the 'Strangest Title Of The Month Award', Yo! Joe! is yet another platform game but, by thunder, it's good. With excellent graphics, fast loading sound, and sleepless-nights addictiveness, we're really looking forward to seeing the finished version.

Perhaps the most interesting feature is the addition of many novel power-ups. Naturally, these are tied to the imaginative levels of temporary invincibility, extra bullets, or a screen count. Yo! Joe! lacks these imagination, says out of the window and goes to two explosive Motobike cocktails and a weird character, among others.

Extra features include the ability to catch the edge of platforms and pull yourself up (Police Of Peace style) and a helpful on-screen help player option. While these have been seen before, it is worth mentioning that Yo! Joe! implements them especially well. Look out for the review in a (hopefully not too) future ish.



FLASHBACK

• US Gold/Delphine

Charred H. Hatt was preparing a particularly enlightening thesis. During his work as a Research Scientist, he'd discovered that certain individuals had a molecular density so high they couldn't be harmed by even the most sophisticated equipment. The fact that made this matter even more depressing was that these individuals were top ranking members of



Hired Guns

• Pyramaze

Take a first person perspective, split it into four different displays and you're looking at Hired Guns. Taking control of your quartet of mercenaries (or trying to help you out), you get to stomping around in various missions. Mixing all and sundry with an impressive range of weaponry.

Perhaps the best feature we noticed (and the one that looks to make Hired Guns really special) is the need to manipulate machinery to solve certain puzzles, eg pressing switches and putting things around. Most games in this genre tend to miss this out. Pyramaze involved too much wandering around aimlessly for our liking, and the need for player co-operation in certain tasks makes for potential Nerve Review material.

UNIVERSAL MONSTERS

by Ocean

Sold over six decades levels

Universal Monsters places you in the role of (George's brother) Van Helsing as he battles a vampire and pits you against six scary monsters. To destroy these evil bodes, you need to plough through the levels and collect a piece of the bloodstone that each of them has. It's not as easy as that, though, as the screenshots show.

Recent 3-D games have given vampires rights to vary a gamepiece with the classic Head Over Heels being particularly wonderful example. We remember spending hours ploughing through the various sections, captivated by every ghastly twist and perished by the many shockingly infuriating puzzles.

Universal Monsters follows the same theme seen in the aforementioned psychobasher, and we will with anticipation to see whether or not it will be of the same quality.

"Hey, Joe, where you goin' with that gun in your hand? What? It's not a gun, it's a patrol beam? Well excuse me!"

only he could discover his true identity. Contrary to popular belief, Flashback is NOT the sequel to Another World. Granted, it follows the format of its exalted predecessor, but every aspect of the game seems to have been improved. Conrad can question characters to obtain clues, collect various high-tech gadgets, and earn money to buy them. Also, there seems to be a little more of the gun battles that made Another World so special. Look out for a full review next month.

lately — from mathematics to politicians and military strategists.

Conrad's investigations soon led to his kidnapping, the seizure of his memory, and his imprisonment in a high-security hospital. Remembering enough to know he must escape, he fled the establishment on a stolen hover bike, only to be shot down over the planet of Tlarr, where the realization that he was no longer on Earth was almost as bad as the artificially induced amnesia. It



"Well! Well! Is it good for? Absolutely everything, according to Microprose! Museum captions abound on page 32 this month..."

PREVIEWS



THE ANCIENT ART OF WAR IN THE SKIES

by Microprose

Take a strategy game, incorporate arcade action and you've got a product with a rather long name (or worse) in software — Microprose.

Served over 40 fictional and historically accurate campaigns, it requires the gameplayer to utilize their fighters and bombers to either destroy an enemy or force them to surrender. Of course, this requires a great deal of careful thought but Microprose ensures it'll be easily accessible to everyone while retaining a long-term challenge to more-experienced wingmen. Usability is further improved with the addition of a mission designer, allowing extensions of existing missions as well as total redesigns.

Planned to be an April release with a moderately hefty CD-ROM price tag attached (and TAD!Civ!T's best the legendary strategy action of Laser Squad?)

TOP 100 CHARTS



Welcome to our new, new regular charts page. Many of the letters we've received have asked for one, so, here it is!

1 STREET FIGHTER 2

■ US Gold ■ \$37.99



2 ALIEN BREED

SPECIAL EDITION '93
■ Team 17 ■ \$16.99



3 SLEEPWALKER

COMIC RELAY
■ Games ■ \$24.99



4 PREMIER MANAGER

■ Bravado ■ \$34.99



5 SENSIBLE SOCCER 92/93

■ Bravado ■ \$24.99



6	Wing Commander	Origin Multimedia	\$39.99
7	Net Wars: Craving Gold	Glennco	\$39.99
8	Real	Glennco	\$39.99
9	Jack-Jaggs: Pilot of Atlantis	CDI-Soft	\$29.99
10	Friday: Pursuit	1000 Beasts	7.99
11	James Bond	CDI	7.99
12	1011: Corridor Fight	Activision	9.99
13	Slippy: Prince of Trillium	Castle Masters	19.99
14	Prince of Persia	Hi Square	19.99
15	Real Fast	Electronic Arts	29.99
16	Arch-Martin Assault	Glennco	29.99
17	Top Gun: Mission Manager	Castle Masters	29.99
18	Guerrilla	CDI	39.99
19	Jack-Jaggs: Captain Jack	CDI	39.99
20	Worms Island 2	CDI	39.99
21	Legend of Kyrat	CDI	39.99
22	Terminator 2	Hi Square	39.99
23	SpaceBard: Dany	Castle Masters	39.99
24	James: Turbo Challenge	CDI	39.99
25	Eye-Force 2: New 3D	Hi Square	39.99
26	James: Turbo	Castle Masters	39.99
27	James: Turbo	CDI	39.99
28	James: Turbo	CDI	39.99
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BUDGET BARGAINS

ROBIN HOOD
LEGEND QUEST■ CodeMasters,
£7.99

There are mediocre games, bad games, and then there are games that are bad for you — Robin Hood falls into the latter category.

It's a poor Code-style platformer (graciously released on compilation), with Robin searching Nottingham castle for his beloved Maid Marian. There are ladders to climb and moving platforms to skip, just plenty of froth and devious (yep? I can't remember them

“More appropriate?”



■ He steals from the rich and gives to the poor, what a dilly dilly!



■ Having seen (and played) the CD4 version of this, I must say there isn't much there that the Amiga has bettered. Granted, the 16-bit graphics are on a larger scale, and the game scrolls with you as you move (as opposed to push-scrolling on the CD) but it's a tad jumpy and hard on the eyes at times.

Why hasn't the Amiga version pushed and expanded the theme further? Don't get me wrong — I quite like the game — but I would have thought they'd have done a little more on a 16-bit machine. Still, if you like arcade adventures and don't mind the odd bit of frustration (Amiga versions suffer from that), you'll undoubtedly want to buy Legend Quest.



BLADE WARRIOR

■ Zeppelin
Platinum, £7.99

Having played a nifty 3-bit budget game of the same name some years ago, I wondered what Zeppelin's (completely unaffiliated) version would offer. Well, it seems they've let us all in on the dark. After collecting a few games from the city where (unlike most cities) it's dark inside, I was greeted by a lot of space and to be a moody personation screen with the hero and his surroundings (who wanted against a study my complete with clicking birds. Hmm... not bad. I thought as I pressed in to begin the game proper — but all that suggested was that the hero was in a weird way. This is the game proper!

Oh well. I'm all for innovation, and I've certainly never seen graphics quite like these before. They definitely lend a unique mysterious atmosphere to the horizontally scrolling proceedings — is you can hardly see where you're going!

Endless badies emerge from the shadows to engage you in exact fights which go on for too long and involve little else. You have to burn desires/needs at your disposal but can

succeed simply by repeatedly using the right move for the current opponent. It's a great shame, as the fights look really good — combined with fast dashing around! (I've rekindled one of the final battle scenes in the spa movie Doublet. And some of the excellently animated routines really give you the sense — especially those waiting, leech and giant spiders!

The constant fighting is a nuisance to your mid-game collecting magic spell ingredients (poor rats, bats, etc) and attacks by taking

them is one of the seven deadly sins. You can either collect spells (and absorb them in the Amiga's random keys) or exchange them for Table Fragments.

Obtaining all seven fragments enriches your mind, enabling you to take on your last enemy Mark (and this point, he's better avoided — you can see his position on the handy map, which also shows all the towns).

Blade Warrior isn't quite the simple back-to-back fight it appears to be. Concealed somewhere in the gloom is an excellent and scary arcade adventure. Trouble is, it's too well-disguised by creative sound-bucking and truly odd graphics.

Save your position regularly — your last life is easily lost.

“The fights look really good”



■ Dark, mysterious, bloody hard to make out what's going on! An interesting idea, Blade Warrior is a noble failure we're afraid. Sorry!

■ While originality is usually considered a virtue in computer games, it's pretty ironic the downfall of Blade Warrior. When I first played the game I honestly thought the black outline graphics were merely an atmospheric gesture and things would become more detailed (not to mention colourful) in a few screens' time. Imagine my surprise... it's

It's all very basic stuff, with the budget price underpinning the decidedly budget design. I can't really recommend this as anything, as the exploration element is absent as poor as the lighting. My advice is to save your pennies and get Garbage instead.



BUDGET BARGAINS



VIDEO KID

■ GEN Gold, £9.99

RBI2 BASEBALL

■ The Hit Squad, £7.99

It's a bit much, those Yanks calling their baseball championship the World Series, no? I laughed my head off when a Canadian team, the Toronto Blue Jays, won it that year, until I found out the Jays didn't have a single Canadian player for them—they were all of American!

An even bigger disappointment is RBI 2. I had hours of fun playing this one on my old C64, so the Amiga conversion comes as something of a shock (shock). It all starts promisingly enough, offering a host of options: select from the Major League teams, skill level, one or two-player game, change your pitcher and batting order, etc. On beginning a season, you're greeted by an attractive 3-D, behind-the-batter view, and some nice animation of the large stadium. There's even some canned speech, and the scorecard display (initially) amusing graphical sequences for various game situations.

Strike out

So far, so good. Trouble is, the gameplay is totally flat. Somehow during the convention, the immense playability of the C64 game has been completely sacrificed. Batting is a hit

and miss affair, requiring the batsman so long that you must anticipate the arrival of the ball well in advance. This same batting acts as a frustrating guessing game, with the only skill being the psychological estimation of your opponent's tactics.

When you eventually do make a good hit—and the game switches to a fairly scuffling back-swing view—the odds are still stacked heavily in favour of your opponent. For some reason, the fielders get out at least twice as fast as your pitcher's base runners, so you have to hit the ball a mile just to get to first base. Even if you rocket a ground ball right down the line, your only chance of reaching second base is if the fielding team makes a catastrophic error. Therefore the most (only) method of scoring is to get lucky and hit a home run.

In the (also) old 2 it is as badly as this awful system made you wait on playing at intervals games (there's some bare tool). And compared to the pace of Baseball 61, I don't even make it to first base yet.

Video nasty

Video Kid is a strange, mad-as-fuck-up of all accounts. For a start, I don't know if anyone pre-defined decision—the trading fields and turns, so there's no exposition. Instead you have to blow the rules while reading the map and make up as you go.

Luckily, there are lots of walkthroughs to help you on your way. These can be anything from different weapons to decision add-ons and cheats. These become essential after a while, and obviously you don't lose it all of them after

It is a funny old thing, left off in your, to you or me, a video recorder is a functional piece of equipment designed for the pleasure of the owner. However, Julie Miller, second-time winner, is a genuine info adventurer (beyond his video dreams) (inspiring notes here).

It is a big new story, our ordinary lives were defined when he had brought home a video player. When he moved, I can walk all those lines from the first video to the last. I'm not in the last, for while I'm at watching his film, the screen showed into millions of his life and he was sucked into a new world.

After a while the screen began to clear, and our hero noticed that he was now surrounded by a massive crowd. Before he even had time to wonder where he was, he found himself in a video shop, and he was being pulled into a bright light through his hands of video players to begin his journey.

Don't be fooled, though. While it looks and sounds good on paper, Video Kid is a flawed concept. For a start, there's a lot of angry chatter—boring and long is all very good, but you find yourself wondering when something really interesting will happen. Secondly, I get being having to slog through previously completed levels, only to get a little further than you did last time. I've always been a staunch fan of level editors—they let a great deal of freedom away. Sadly, Video Kid suffers from a lot of the latter. Moments of tedium, that's



You find yourself wondering when something really interesting will happen

something too many like — their power is empty instead by one. Probably the best aspect of Video Kid is the graphics. They're both satirical and detailed, with some beautiful landscapes providing lots of opportunities for pretty screenshots.

Don't be fooled, though. While it looks and sounds good on paper, Video Kid is a flawed concept. For a start, there's a lot of angry chatter—boring and long is all very good, but you find yourself wondering when something really interesting will happen. Secondly, I get being having to slog through previously completed levels, only to get a little further than you did last time. I've always been a staunch fan of level editors—they let a great deal of freedom away. Sadly, Video Kid suffers from a lot of the latter. Moments of tedium, that's

TIP TIME! If you can be bothered, learn where the dirt appears



Full marks to The Hit Squad for producing a budget game incorporating comprehensive instructions, presented in an easy-to-follow fashion. A pity that the game itself is a bit of a let-down. Excellent animation and plenty of options makes immortality feel as getting stuck into a game of RBI 2 is a short coming soon because all too apparent. This pitcher, for example, has by far the only way for free special moves at his disposal. In real life the pitcher ball batters is a quality and unpredictable technique which are used to confuse the batsman. Left or right spin, fast and slow balls just aren't enough. The batsman, also, can do little but swing and hope — although it is possible to burn the ball with precision. Not a bad mistake, but it really is frustrating as it should've been

Batting is a hit-and-miss affair

Standard



■ **Cheapness precludes can't disguise the badly below-par gameplay in this odd wheel-'em-up. Fast and furious it may be, but it's still hardly smart, wheel, about, yoww...**

■ **Video Age's a whole lot worse than its fairly attractive graphics would suggest (even if the hard disk looks like a mutant Leningrad). The slugging gameplay (if that's what you want to call it) is possibly the most tedious I've ever seen on the Amiga. It just goes to prove that fast-moving action and a lot of parties don't make a good shoot-'em-up. The levels here are so ill-thought-out that the resulting action is just hectic, enormous slugging against the screen with your finger pushed to the top button. Worst of all are the over-the-top bosses, including a slummed-out, and a load of balls — that just about sums up the game.**



■ **For an Amiga game, T2's got surprisingly little gameplay muscle. It is hard, tough, too hard, in fact. The finished level brings a piece of cake, but then you come against a solid wall with the long-winded boss chase. To stand any chance, you have to learn where all the obstacles are. It very rarely ends. To make it worse, you only have a single life — and there are no lives, power-ups, or even continue-days to save the situation. It's all too much disappointment after making the slick presentation and neat intro sequence (in short T2's a typical case of Hollywood glib with no real drive). By the way, forget what some magazines (and the *Blomax*er TV show) said: Judgment Day is a game, exactly as much as...**



■ **Stunning before-and-after sequences, actually digitized from the film, can't compensate for a poor game.**



TERMINATOR 2: JUDGMENT DAY

■ **The Hit Squad, £7.99**

While Terminator 2 was a fairly enjoyable film, I felt it was far too nice for its own good. Somehow, it lacked the gritty atmosphere of its predecessor and had a general feel of one for the kids. Could the computer game

make up for cinematic disappointments? After all, you can get away with gratuitous digitized scenes and the possibilities are almost endless. It wouldn't even have to be original — as long as there were lots of things to shoot and fight everyone would be happy. Sadly, Amiga T2's something of a disaster with almost exactly the same design as its moped 8-bit counterparts.

The first section is a test: run up where you have to stand the T1000 while John Connor makes his getaway. I'm sorry, but in my book lightning-lightning machines don't shuffle gently — and they certainly don't make some of these awful-looking moves.

On yer bike!

So, while we're already jaded by the first level, skip the second level (which is something

of a broken tooth). The T800 rates with John Connor on a Harley Davidson, with the T1000 going chase in an articulated lorry. Various obstacles along the veritably scorching track must be dodged, but the heroes be crushed under several tons of metal. Sadly, while this may sound interesting, it's actually exceedingly tedious. It goes on for too long for a start, and the only real skill involved is memorizing where the

trains have to be made.

As for the rest of the game — check in a few basic, double-sub-game, and repeat the sections just mentioned but with different graphics, and you've got T2 in its entirety. On the G244 you can't beat, but you can't beat too bad without it becoming a only an 8-bit machine.

With a limited amount of memory. For an Amiga game, though, it's a pretty terrible. Second-life graphics, sound and gameplay do not a good game make, and you'd be far better spending your pennies elsewhere.



TIP TIME! Don't use laser 42's cheat — it doesn't work (sorry about that).



■ **What an excellent approximation, M2. The way you've captured the better just as he's about to make the ball is quite staggering. In fact, James can get the best today...**



BUDGET BARGAINS

■ Zeppelin, £7.99

I was available early. With the vast amount of racing games available, and most of them on budget, someone had to come up with a truck-driving game. This imaginatively titled *Truck Racing* is the game that delivers the goods, but only if it's second rate road.

After the mediocre introduction and minimalist options screen, the office was hereby reconvening with 'my left a party' for a race game. (Note: A quote given at the packaging revealed that *Truck Racing* was an overhead

view and, as we all know, *Superman* rules that field.

Following the selection of a character/player game, you get to choose your team. Once you're satisfied, you move onto the qualifying lap, with a view to finishing as quickly as possible. The count the time, the longer your place on the starting grid and the better your chances of winning.

Trucking hell

An soon as you start the actual race, a locationist instantly appeared that *Truck Racing* has very little going for it. The graphics are bad (we've all agreed on this) the voice work is even on an Amiga game for ages. And

A great deal of time is spent driving on your own

mostly featureless backgrounds do little to compensate the poorly defined trucks, and while playability does make a game, it's a lot rough when you're faced with a graduate that a C64 could better. Also, the two main pit stops are trucks by running them off the track, leaving you with a cover which could. Therefore, you find a great deal of time is spent driving on your own, with the trucks providing little challenge to

improve matters.

Usually, full games manage to redeem themselves a little by including a two-player option. *Truck Racing* has a dual quality at this, but rather than using a split-screen display



What the truck? Get your Truckie back nearby. 'You there's no time to stop at the grocery cart — not at this speed, anyhow!



RVF HONDA

■ Kixx, £9.99

I've never been a great fan of motorcycles. Because I don't like the idea of having my legs crushed off (and some idiot driver (and there are a lot of them) decide to pull out of a junction too quickly. Also, can you imagine skidding in my conditions? It really doesn't bear thinking about, and so I'm quite happy fulfilling all my two wheeled urges (what little there are) with racing games. (*Flow Road* being my personal favourite).

RVF-Honda doesn't have the volume of the aforementioned atomizer, but there is a great deal of comparative action. With a host of tracks, the option to practice them, and (of course) the various grips, there is a fair amount to keep you happy.

While the game moves at a fair old rate at full speed, I'm a little disappointed by the roadside scenery. It's fairly simplistic — not to mention sparse — and while it doesn't detract from the game in any great way, I've still got to moan because other games have performed better in this area.

Round the bend

As ever, racing is a fairly simple affair of manoeuvring your bike around the tracks and other drivers, while sticking fire with standardised to change gear. This makes things a little complicated when slowing down, but works well with practice.

Although *Honda* is an enjoyable and worthwhile purchase which improves with extensive play, I can't help but thinking it

would have benefited from an analogue joystick option. With the different gradients of bend, it would have suited the game's most major fault: the difficulty of cornering. Once you go off the track your speed drops at an alarming rate, and it's hard to get back onto the road, into the right gear, and moving forwards again. While you're missing around doing this, the other riders are disappearing into the sunset.



TIP TIME! If you change down into second gear while slowing down around tight corners it will give you more acceleration once you're through the bends.



Personally, I prefer driving games in two rooms. Very often the rules are hard to control, especially the ones that use a mouse — something *Honda*, *RVF-Honda* is a user-friendly exception. In fact, if anything, cornering is a little too steep, you remain like a expert, like, nothing's there's not enough challenge for you. Mostly it's more a matter of getting down through the gears, as you stop driving backwards, then you're back up to top as you exit the corner. In a few practice laps, you get to know the track well enough to anticipate it a little. The graphics aren't in the same class as some racing titles, but it's not as bad as *Second Street*, but it's not enough to be convinced.

RVF was



I remember playing an arcade game on where you controlled a truck. It was slow and dull. Sadly Truck Racing is no better. Even if they'd improved the appalling graphics and mind-numbing mind-numbing mechanics, I doubt much could be made of such a half concept. It means the real sports boring enough — the idea of the trucks making overdriving actually impossible — so why bother making it into a computer game? Apart from the obvious novelty (there are a couple other car and bike games) the answer seems to be that the game's sluggishness is more suited to fun, getting suggestions. Whatever, what's the point?



you to Superzone 2, it's a slow, unexciting, static beast to both human-controlled truck. Should one player be needed on the playing area, their vehicle is transported back onto the screen behind the other person's truck. Sounds stupid? You bet your hamster it is, but I created a few laughs in the office (then again, we didn't buy the game).

To advise you to avoid Truck Racing, we'll get to the point for it. Instead, check out either Superzone 2 from GEM or Garage from Supagun. (Locally available. Happily ever after.



TIP TIME: Plan your opponents on the road to give yourself an easy quick loss.



And that's the magical 'Pinball' look, for roller watch (Paul Daniels)



PINBALL MAGIC

Kixx, £9.99

Pinball is (as EVERYBODY knows) a game that involves keeping a ball rolling around a table, using two or more button-operated 'flippers' lined around the table until you'll usually find various objects that propel the ball in a different direction, drop it into a hole before spilling it back out, etc. — it all depends on the table you're using. Some of the newer machines even have more than one level, with the ramps allowing the silver ball to go up down and all over the place, scoring points as it goes.

Flipping trouble

If you haven't seen (or played) on a pinball table, you're probably not human and have far better sources of amusement back on planet Zog. However, computer simulations

have (with the exception of *Pinball Fantasies* and *Distorted*) been a rather mediocre business. *Pinball Magic* is easily no different.

For a start, it uses static screens for tables. After *Pinball Fantasies*, with its wonderfully drawn scrolling views, different-height levels

(with a perspective effect that 'worked') and a choice between four radically different tables, each with a myriad of features and its own particular theme — beginning to catch my drift?

Pinball Magic is very much like an 8-bit game, with condensed graphics, poor table design, and a ball that moves as if it's made of polystyrene. If you want a decent computer pinball game, get *Pinball Fantasies*. It's as simple as that.



Very much like an 8-bit game

TIP TIME: Keep the ball with the flippers to win it easily, otherwise it's the pointer.



Static tables make the game's a little bit of a bore — more days there are for superior efforts around.



Some games like us choose the difficult to know what to say about them. In *Pinball Magic*'s case, the word 'bore' keeps coming to mind for some strange reason. Comparing it with *Pinball Fantasies* is like comparing *Willy Jones* with *Pete*. Never mind the unit-spined graphics, these simply isn't enough to do apart from roll over a few letters and tell you time is spent waiting for the score to top up while the ball's stuck in a hole. Even the very earliest (just) pinball tables were more interesting than this. Had they been the dull the game would never have taken off.



BUDGET BARGAINS

■ Zepplin, £7.99

There have been too many Supermarine-style racers released over the years; you'd think the genre would finally work out and die. But *Carnage* proves just why overhead racing games are still so popular: They're great fun.

Someone could argue that *Carnage* is anything but poor in the technical stakes, with its very fine cars and reasonable tracks. But for sheer playability it matches other similar games like *Top Gear* and *Super Off Road*. Even better, it's got a four-player mode: the extra help either use the keyboard or two more joysticks (if you've got so many), but the one given away with the Soft's Dyna Discset.

Maturing mayhem

And the more the merrier, too: the racing action's a riot. As the title suggests, there's a fair amount of bumping and bashing going on between the racing mads — you can even fly with them. But don't get too carried away (with less than four players, at least) or the

computer cars will zoom off into the distance — a human driver must win or it's game over. This introduces a streak of unpredictability into the play when things are looking tough, with both players trying to bump and blow up the computer car to make sure they don't win.

Championship points are awarded after each race, before a visit to the shop where improved acceleration, top speed, and steering can be bought, along with nitro and nitroboosts. The latter are particularly useful to establish a quick lead at the start of races, or to make a desperate attempt to catch the leader towards the end.

Carnage proves that the simplest game can be the best. It's hardly any different from most other overhead racers, is extremely playable and competitive (but with a catch).

The racing action's a riot



If the cheap, enjoyed overhead race racing genre, and *Carnage* is no exception, although in some ways it resembles a poor man's *Superman* if it still scores highly due to interesting track design and an enjoyable multi-player option. It's also a hundred times better than Zepplin's other plan-view racer released the month.

As you can imagine, the two-player game tends to become a time-consumption game, with a steep difficulty curve leading to frustration and the odd curse of most finger twitch. However, if you like the game and already own *Superman 2*, I doubt you'll be disappointed with *Carnage*.

TOP TIP: If a computer car's way ahead, one of the human drivers can keep bumping into him to slow his lead to catch up and win, or both qualify for the next race.



QUATTRO POWER MA



■ CodeMasters, £7.99

For games in the budget pack? What does that say to you? Does it signify **CRACKING GAMES FOR MINIMAL EXPENSE** or does it mean cheap marketing play? Well, they're selling off their back catalogue to get a few extra pennies.

To be honest, neither of these is appropriate, but I do have to say that *Super Grand Prix* is almost reason enough to buy the pack. Take the basic ingredients even in *Superquest*, include a plethora of different vehicles (including Lotus'es, tanks, and dragons), and well-thought-out game-play enhancements (genuine skills sound something), and you've got an excellent title race game. My only possible criticism would be the difficulty level: it's a little on the high side, but at least it offers some long-term challenge.

Motor is a surprisingly addictive shoot-em-up with a steep difficulty curve. Right from the start, you're plunged into the thick of the action with bullets flying left, right and centre. The addition of progressive power



MACHINES

ups offers a little assistance in ploughing through the levels, but don't expect anything of *R-Type* proportions — it's fun for a while, but nothing special.

That sinking feeling

Pro Powerboat Simulator is a rather dodgy racing game with a host of other boats to beat, and very little in the way of enjoyable features. Granted, the two-player option adds some to the vertically scrolling track, but ultimately you'll find the lack of variety a real killer, and the inept (almost 8-bit) graphics do little to inspire enthusiasm.

Finally, *Alto Boost Challenge* is a bit of a joke. Like *Powerboat*, it's a vertical scroller, but places you in the driving seat of a high-speed vehicle. Teetering along the humped terrain, it's as if you soon come to the conclusion that this game has very little going for it, and the (admittedly less correct) two-minute time limit is hardly a consolation.

So there you have it. One good game, one average, and two real duds, on a compilation that deserves credit for the cheap price. My advice is to check *Super Grand Prix* out — if you don't like that, you'd be better taking your money elsewhere.



BUDGET REVIEWS

RICK DANGEROUS 2

■ **Kixx, £9.99**

A Rick Hazard exploits in his first computerised appearance. Rick Dangerous returns to the Amiga in yet another tale of trap dodging and bionic running away. However, things are not happy on the home front: no handle wires have landed in Hyde Park. Recognising these as the necessary constituents from the end of his perilous adventure, Rick slips into his superhero outfit and attempts to get rid of them once and for all.

Your hero is neither like a square Indiana Jones figure equipped with laser gun (with limited charges) and a few explosives. Using these he has to negotiate four named levels (in any order, which is a blessing) while dodging traps and obstacles, connected with which is fatal — although you do start with a generous six lives.

Rick's agility comes in handy: he can climb ladders, leap over chasms and crawl through tunnels. Sometimes he needs to manipulate scenery by locking cleverly placed switches which can open previously inaccessible entrances. As you can imagine, things become ever more hectic the further you progress, and mullins are made more difficult

by the division of levels into sections — lose a life, and it's back to the start of the part you're in.

Tricky Rick

The original Rick Dangerous was extremely frustrating to play because it relied too heavily on ad-hoc use of the mouse of the control mode. Although arcade skill was an asset,

but entirely. As a result, death attempts saw you progressing a little further before being caught unaware (again).

Rick Dangerous 2 is pretty much the same game, with different graphics and stick controls and, like its predecessor, will have its ardent fans while leaving others cold. I quite like the game, even though the graphics are a little 8-bit and the frustration levels on the high side. Try it out first — you may be pleasantly surprised — but owners of the original beware, it's simply more of the same.



TIP TIME! Use your weapons sparingly — you only have a limited amount! If you can avoid an enemy, do so!



Many sequels are very similar to their predecessors and, though this is definitely the case with Rick 2, it's no fun when the actions the player's dodging under laser beams, pressing switches and blowing things up with dynamite is all familiar. The only slight problem is the way you can get killed instantly, as pressing a switch activated by an enemy, only to find it blows your team off with a laser. This only happens once, however — the more usual way of dying is by failing to spot potential traps quickly enough. You need a certain amount of good observation and fast reflexes to do well in this well-designed, often funny, mean adventure.



RICH PICKINGS



SLEEPWALKER

■ Ocean, £25.99

I think anything worse than a detailed, obscure record, I don't want to know what it is. The fact that it's by a good craze doesn't make me feel any better when hearing Doug and Cyndi Lauper wailing away — I'd have rather paid to stop them singing. So when I heard Ocean want to release a Commodore 64 computer game, forgive me I wasn't that enthusiastic.

However, *Sleepwalker* comes as an extremely pleasant surprise. Unfortunately, *Sleepwalker* is a mildly amusing budget game of the same name. It takes the basic concept and turns it into a masterpiece. You play Ralph the dog, carefully

walk over your. You also need to boot him up to higher platforms. It may sound a bit tricky, but things are made easier by a very clever control system. By simply walking into Lee, you can load him still, then press down to swing platforms with him, or fire to send him walking the other way.

An essential aid to navigation is the map which expands as you explore the level. This, plus the ease of control, prevents the game from becoming too frustrating — but with so many hazards it's no piece of cake getting Lee safely to the exit. Then there's the additional quest of collecting the letters of COMMODORE to unlock entry to a bonus level.

This takes place in Ralph's wicked dream, where he collects combinations of objects to form the name of a hazard, eg LAMP plus PCST1800 minus B04 equals LAMPPCST1. For each of these, you're rewarded with a comical sequence showing Lee meeting his doom and in that hazard. Collected them all and there's the promise of a surprise at the end of the game.

Not only is *Sleepwalker* very funny, with comical input from the likes of Richard Oatley and Rowland Fyfeon (plus sampled speech by Larry Henry), it's also a darn good game.



On the first level, steal the first processor and Lee will walk right till he gets stuck in a small pit, leave him there while you go ahead and eliminate more hazards.



The thought of a charity game didn't exactly give me a sense of excitement. After all, previous attempts at making good games with computer games haven't been charmed by any stretch of the imagination.

There's one *Sleepwalker* is surprisingly good. Good graphics and definitely are all there (in fact) and what the game may lack in being a little annoying is made up for by sheer addictiveness. There's also the odd moderately funny visual gag thrown in for good measure.

This game is pure Hans Peyerle. It's not so in a way it's sad that Lemmings is so much at this time. Nevertheless, rush out and buy *Sleepwalker* and enjoy the game while helping a worthwhile cause.



A1200-ONLY VERSION

What a crazy panel! Excellent entertainment in a 16-bit environment, what exactly does Ocean's *Sleepwalker* have to offer owners of Commodore's 32-bit marvel? Well, not a lot more, is the simple answer. The game doesn't appear to run any faster on the 1200 (which is a great shame as it already runs quite fast enough, thank you), and the sampled speech and eye effects in both versions are identical crystal clear, too. What the A1200 can, versus what have, though, are far more detailed backgrounds. Multidirectional panning scrolling is difficult to achieve on a tag of the range super duper PC, but the A1200 takes it all in its stride — smooth, sharp and colourful. Graphics and sound, background graphics are identical in both versions, we just can't wait for a detailed, specially developed hardware machine. A1200 game comes out 40 or 42 days just what this baby can handle, do!



Things are made easier by a very clever control system

But don't leave Lee's side for too long or he'll fall down one of the many gaps. You are either back Lee over there or stretch out your arms between the walls and let him

LEGENDS OF VALOUR

FULL PRICE REVIEWS

■ US Gold, £39.95

Not the best way to begin a review. I know, but this game is so utterly brilliant that they're practically screaming it's not that I don't know what to tell you, it's just that I don't quite know where to start—there's just too much to it.

Crazy then, how about the instructions? Beautifully presented, and written in a flowing, easy-to-read form, for the first time in my gaming life I actually read them from cover to cover before installing the game. Generally funny, relevant and thoughtfully laid-out, they tell the same very well indeed, detailing all the info you need to get up and running (or walking if you're only got one leg to play with) without giving too much away.

The game itself is the closest any home computer has got to the virtual reality experience. Stunning 3-D graphics really give the impression of being there, while a choice of control methods allow the player to gradually get into moving about before being off to explore in earnest.

But in a repeating Tolkien-esque city, the start of the game is purposefully vague. Basically, you play a character (either human, elf or dwarf) who has come to town initially in search of a forgotten cousin. On your arrival, however, you soon discover that locating the missing member of your family is not going to be a walk in the park. Instead, in the hands-on, you learn the demands of every direction, into town demands control of every turn. First off, though, you'd better find a bed for the night.

Work, rest and pray!

Adding to the reality factor, the player must ensure their character has enough to eat and drink on a daily basis, as well as catching an adequate amount of zzzz's (a tired and hungry adventurer does not a Great Warrior make). A multitude of townies are dotted

about the enormous city, but it's possible to shop around. Prices vary enormously, it's almost best to hedge in one place and exit at another.

Generally, the aim of the game is to remain alive for as long as possible—but not too difficult if you're careful—but the long-term challenge can involve almost anything. You'll meet people who offer rewards for certain tasks, for example, which you can accept at will. Subplots involve in many unpredictable games, and the search for your cousin rapidly turns the turning into a wild goose chase of epic proportions.

It's even possible (see entry) to join various guilds and temples which, once you've successfully completed a given task, will furnish the character with enchanted items (ranging from the necessary gold, essential for the chosen guild, etc).

Well I'm nearly out of word space, and will don't feel I've really scratched the surface. What about those graphics (surrounding), sound (disappointing), the underworld below the city (dangerous but rewarding), and city politics (terrific)? One thing I must point out, though, is that if you're only a single floppy drive it can be very tedious, and hard-drive installation is highly recommended.

TOP TIME! Don't hang about in one place — you'll be locked up for loitering!



■ Design your own character (or your dream woman). (Above), installing guards to rest a clever idea (Below)



■ There are loads of NPCs around, for many of them look and play very similarly. Part of Legends of Valour's attraction is that it breaks the mould. For a start, the 3-D graphics are extraordinary. At first it seems like you're wearing blinkers, your field of view is restricted. But once you get used to this, you begin to really appreciate the immense detail in the buildings, trees, and characters who roam around. Particularly impressive (and unique, to my knowledge) is the ability to look through windows to see what's inside a house — though too much of this can get you arrested. Another of my favourite features is the way you can install people, eg. You're the child of a dwarfed king!

Undoubtedly the game's greatest asset, however, is its open ended nature. Although you're searching for your cousin, you're constantly side-tracked by various sub-quests as you explore the vast city, doing odd jobs to earn cash. The latter can be spent on food, accommodation and, of course, alcohol — drink enough and the view goes all wavy! The freedom to find your own way through the game, rather than having set objectives, is something really special. It's like a live trapping into another world.



RICH PICKINGS

SPACE CRUSADE — THE VOYAGE BEYOND

■ **Gremlin, £14.99**

The best of a levels disk requires the original Space Crusade. For those of you not as well known, the latter is a conversion of a futuristic board-playing game. Although the Games Workshop-produced board game has its fans, you've got to admit that making the necessary calculations eventually becomes a little tedious, and that's where the computer version comes in handy. With a series of missions to complete, it pits you against aliens and wing-demons, taking turns with the computer and if you have any friends, with a view to achieving the mission objectives.

A series of actions is displayed in the lower control section, and each can usually be performed once a turn. With these you can locate and destroy asteroids, as well as make your way around the (rather large) map. Once you've moved your five troops, you enter your turn and pass control to the next in line.

Combat either involves

firing a weapon along a corridor, or heading to hand-to-hand. Results are calculated using dice rolls with attacking and defending scores (after rolling the outcome). As a rule, most characters can only receive one hit before death. These powerful individuals (such as your own Commander or the bossone, Dreadnought) can sustain more. As you can imagine, the more powerful the weapon used, the more lethal the result — and the higher the probability of an offensive hit being scored.

Missions are complicated further with the addition of random 'events'. These are calculated and implemented during the computer's turn, and could have devastating effects in certain situations. For example, a lucky trap could be triggered, and a gun could become jammed or occasionally good fortune could be awarded. A particularly good example of this is the remote controls that allow you to remote the opening and closing of doors in the complex. This can be quite handy, as the alien steps for nothing and it's possible to catch your assistants, should they be stupid



■ Above: Designer Mark Handrich drops no stone as he drops — just look at these numbers! Mmm!



Below: Gremlin's graphics

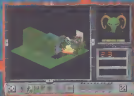
Gremlin's graphics

Graphically, Space Crusade was good enough to look at, with the option of viewing events in realistic 3-D a nice touch. However, at the end of the day I felt the game a little flawed, with random deaths leading to frustration. After the classic Laser Speed, which required precise skill and thinking while remaining easily repeatable, this repeated a little more from strategy games.

Space Crusade's primitive board-orientated control method left me cold, and the extra levels disk has done little to convert me. Ten new levels that I find

distressingly similar to their predecessor's are not what I'd call an improvement. Granted, they've incorporated a few changes, including some new weapons and aliens, and the graphics have been tweaked a little, but oh boy — isn't the price a little much for an add-on? You can buy budget games for less, and find what you do just that. Only order this if the original will get you for money here, though non-Space Crusade owners get a slightly better deal from a pack containing the original and the extra levels disk for £25.99.

TIP TIME! Put the guys with the heaviest weapons to the front first and let them move very far, so the other players don't get in the way.



“Levels that I find distressingly similar to their predecessor's”

! The best board game conversion ever, has just got better. Gremlin's Space Crusade was a welcome breath of fresh air when it arrived on the Amiga almost a year ago (and yes, I have played Laser Squad) and now this at this tactical mega-disk have the option of looking like new, customised. Released in both a word-based product (incorporating the original game plus the expansion disk) and as a later level-in addition, those who might feel when it made its dynamic debut can have the best of both worlds. I can't help thinking, though, that £10 for the expansion disk alone is a bit high.

So what's new? Well the graphics have been tweaked (slightly — there's more detail in general, but most of it's in the 3-D views only), and new monsters/weapons have been included. Thankfully for us as lacking devotees of the original (previously saved Commanders can be deployed to blow the wuth outta anything that moves in the later levels), and the game's gory, atmospheric playability has been fully retained. The new missions have been devised specifically to provide the maximum challenge, and anyone who's got anywhere near completing the original 12 levels, shouldn't fret. **B**

WING COMMANDER

• Origin/
Mindscape,
£34.99

After Wing Commander's well-publicised and groundswell of thousands of letters, I was hoping for quite a lot. Physically graphics, a host of ideas to play and varied missions to fly... there was even a teaching section on combat tactics and how to co-operate with your wingman. Can you believe that? A flight simulator game with actually designed CPU control and assistance? This is the sort of stuff I promise... if it's as good as it seems (see Goodrum's review).

With a great deal of imagination, I scored up the odds and waded through the film-like presentation. Although it's not too smooth or agency, you can pretend not to notice — it's the game, the mission, after all.

You're a pilot for the Tarron space fleet, assisting in keeping the war-torn planet Kharin alive at bay. The game begins with you at a fairly over-positive in the fleet's hierarchy, but by completing missions you begin to climb the ranks. A successful battle would be one that you returned alive from, having fulfilled the objective (destroying a carrier unit, on patrol, or leading an offensive strike). With commanders you can begin to use more powerful resources with better awareness — be they fighters, bombers, Neutron ships... (there really are a lot of them, you know).

As I've already mentioned, Wing Commander gives you a computer-controlled opponent to assist in combat. Should an alien threat close in with unwelcome intent, you can either let your

in-mind pilot you something, let's assume you covered it, then perhaps it's desirable to allow him to develop and apply it, adding, leaving you more to think (but building your combined attack capability).

This manual takes the value of teaching your wingman close in certain situations, and gives handy hints on the various attack units as well as using the score. Atmosphere is something Wing Commander has in bucket loads — and it's enhanced even further by a soundtrack that follows the action.

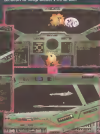
While (nearly) everything that the manual details is present, I wasn't expecting it to be so slow. Not only is it graphically sluggish, but movement and functions are also hampered by the fact that they happen a few seconds after you wanted them to. This makes the action a little frustrating.

The awarded missions available (as well as the weapons systems and wingman) help to keep Commander being a total 16-bit future, but when you think about this the 3-D aspect of yesterday you begin to wonder...

If you can take the pedestrian pace and responses, you'll be as happy as an innuendo salesman at a Miss Lovely Legs competition. If you like your action fast and frenetic, on the other hand, you're advised to look elsewhere — unless you're an A1200 owner. Take it easy, Steve.



TIP THREE: Don't position an alien threat too close — you'll find it much easier to get behind them and use your thrust function to keep close. Fire at will!



A1200-ONLY VERSION

■ Having had a fair old blast on Wing Commander on the office A1000, I can't honestly say that I was overly impressed. Graphically dazzling in places it may well be, but the jerky, unresponsive flight control left I thought much to be desired.

On slinging it into the floppy drive of my home-based A1200, however, the game's enormous appeal was suddenly unveiled. The ray-traced, bitmapped graphics suddenly launch themselves into a league of their own and, while I'm still finding the ship's control method a bit awkward (oh for an XBox-style flight system and radar!) the obvious fast-reflect update did feel like it was working with the sudden death syndrome prevalent on the 16-bit machines — leaving an extended appeal before you with no time to take another action is a serious flaw. Fortunately only 60-bit owners won't have to suffer.

All in all, I wouldn't hesitate to recommend the game to owners of the A1200 and, while the more-style elements will remain undoubtedly compelling in the game's 16-bit incarnation, I really don't feel that it's the actual flynn and lighting which provide Wing Commander with its appeal and these elements are duly lacking on the slower machines.

(200) ■



RICH PICKINGS

Yes, we know these four Ocean games have been in the shops for a while now. Trouble is, we previously had difficulty obtaining review copies. But now we've got 'em, we thought we'd better do a quick roundup — especially for those who never buy a game until they've read the AMIGA FORCE review first!

■ Ocean, £25.99

Whis the most animated intro of a cartoon Kim Basinger dancing provocatively past the whole office freely cloaking over the monitor, it's all downhill from there.

Trying to convert the film's silly plot into a game will never going to be easy. Jacki Davis, an erotic comic, invents an alternative animated reality called Cool World, eschewed by Deleville, including the delinquent Holl Wood (Kim Basinger). Of course, this imaginary world comes to life and the Deleville unit returns to visit the real world and risk a few consumer lawsuits. The nonsense in films is nothing compared to the insanity caused in the comic books, threatening the very existence of the universe.

None of that what you will, but Ocean came up with a very dull platform shoot-'em-up. You play the policeman Huntz, who must use the voices to slip between the two worlds, retrieving stolen objects from the Cool one and, in reality, smashing Deleville and avoiding the resulting baby bottles in a pain. Too many Deleville is reality, and/or too many stolen objects in Cool World, and it's like at least, it seems to be a tedious tasking as if you

COOL WORLD



try to survive for the required amount of time. The 10 levels get gradually harder, but all play identically.

This one minor you'd have thought could have been well-implemented would be those cartoon characters, but the graphics are inexplicably poor. You're first greeted by a rather-looking mass of screens populated with badly animated sprites. You must shoot the latter to reveal rooms called enough of these and you can enter the door to next interesting level. Seriously uncool.



WWF EUROPEAN RAMPAGE TOUR

■ Ocean, £25.99

If you thought real-life wrestling was crap, you can't wait anything yet I must, the first WWF game was pretty out with an arm-killing jynkling, but it looks like a mess compared to European Rampage.

It's a poor from start to finish. The presentation's unappealing (not even any pre-match ratings), while graphics allow a drab pseudo-3-D effect with a few flat-line wireframe (why didn't they return the original game's single) and small, poorly animated sprites. Worst of all, gameplay is about as exciting as watching the entire series of Carl Black film one thing. Boy, is it bad.

Your wrestler can perform flying slides, dives, rolls, heels, and throws. Trouble is, the computer opponents are so thick that most measurements aren't required. All you have to do is stand in the corner and keep pressing left. After repeatedly trying to get behind you, your opponent walks straight into your legs and knees, then falls onto the floor where you can stomp on his head. Better still, by standing on top a corner post, very often the other wrestler will go crashing into it and fall flat on his face! The only thing the computer opponents are a very good at is keeping their partner when low on energy. Oh, it doesn't last long before they're back so mad that you can pin one down for the required three seconds and win the bout.

This favors continue against each of the three teams, before repeating the process in another European tour. There is a two-player mode, but with each title still involved it's hardly any improvement.

If you thought Louie Lencore were a thing of the past, think again. This is an insult to the good name of the WWF — and that's saying something!



LETHAL WEAPON

■ Ocean, £25.99

Why the first two films didn't spawn their own computer iterations is a complete mystery, but *Lethal Weapon* apparently isn't an exception of all three movies. Sadly, there's no two player mode, you must choose between Riggs or Murtaugh. However, at least the two characters are different in ability as well as appearance. Riggs is better at unarmed combat, while Murtaugh packs more firepower.

The action takes the better bits on each of four missions (you can play the first three in any order). It's a multidirectionally scrolling platform shoot 'em up, with your smallest

character running and jumping along, shooting at guys who're taking refuge while looking for evidence. However, collectable weapons is short supply, so the ability to kick baddies at player rings comes in useful. It isn't the best game heading as you go, and it's not as fun as higher. The hero can even swim under water at the harbour — but watch out for porpoising sharks!

It's not the most innovative of concepts, but the basic gameplay is designed so that you always want to get just that bit further. On the other hand, if you do get frustrated you can always try another mission.

It's nowhere near flashy or special enough to be a true blockbuster, but *Lethal Weapon* is an enjoyable romp.



■ Above: Action platform shoot 'em-up action in Ocean's *Lethal Weapon*. Below: More hectic platform shoot 'em-up action in *Lethal Weapon*



■ Platform, lifts, guns and bombs — nothing new but beautifully implemented.



ROBOSPORT

■ Ocean, £25.99

Calling it to be the thinking man's shoot 'em up, *Robosport* is actually more of a strategy game in the style of *Lunar Squat*. Where the latter consisted in your friendless, though, *Robosport* is very hard to get into. You see, instead of simply taking turns to move your troops there, they're robot! Around, you must program all four teams, wait for your opponents (as to four human-driven players) can participate to do the same, then see what happens by playing

the movie of all the older simultaneous resources.

For the few it more realistic than simply taking turns, it does create a few problems. For instance, it's never got to be directly at targets — instead, you have to fire at areas of the multidirectionally scrolling map, and hope you hit something! Thankfully, there's a scale, & the function which enables your robot to automatically fire at any enemy entering its line of sight (as in *Lunar Squat*). Even so, there's a lack of satisfaction at not having direct or control of your king and movements, — watching a robot of pre-programmed responses doesn't have quite the same immediacy. And multi-player games suffer from the classic boredom during your opponent's turn syndrome.

Robosport isn't a bad game. Most impressive is its host of options, including the different 'weather' (the objectives), the formations (listing the types of robots on each team), four game lengths, three battle arenas, and even of set up to four sides, be warned, though you're likely to tear a bit of hair out while getting to grips with it.



■ Awkward to get to grips with, and frustrating when you do, this computer battlefield could (and should!) have been a lot more fun to play.



THE DREAM TEAM

Ocean, £25.99

Are big bonuses in one package? It could be a bargain — or something unpleasant is in store.

The package kicks off to a modern-day govt. start with *Start Museum*. In *The Dream Team*, Morgan starts have created in Dan's home town of Greenwich, and are attempting to take over the world with a special super-weapon. However, they've still got to collect 18 various elements needed to assemble it (ranging from hats to purple objects and nuclear rods). The only way they can be stopped is for Bart to take the necessary items.

Space Mutants isn't the best game I've ever played, but in many platforms action proves moderately compulsive for a while. The problem is that the game's a little too infuriating for its own good, and you eventually wonder why you bother (and then subsequently don't). To enjoy this fully, you'd need the patience of a saint and nerves of



■ *Morgan: Bart will stop at nothing in his mission to paint the town red!*
Salmon, Grouper, Trough, Grouper
Crustaceans, Fish, Fish, Fish, Fish



WWF Wrestling: A game for the ages.

WWF Wrestling is a game for the ages. It's also far better than its predecessor, *WWF Wrestling*, on this, too, but it's not a bad thing that it's particularly successful. For a start, it's better than any joystick wiggling or twisting button is a simple matter of how fast you can wiggle, and how long you can keep it up. By the time you reach the second or third round, your arm aches so much that you really don't feel like carrying on, and the only thing that could possibly cheer you up is to see the programmers' leader with boxing gloves.

Okay, even the two-player game does not improve affairs. As I've already said, it's more of a test of strength for both you and your joystick than an opportunity for gaming skill. WWF was far better on the 4-bit machines, where such input peripherals can just about be ignored.

The last game on the pack, just happens to be the terminally mediocre *Terminator 2*. I've already had to review this once this month, and I'll be blown if I'm going to do it again. Look to page 26 (and the budget review) for an infinitely more detailed account, and cheer your colleagues here that...

As for the *Terminator*, read I say recent!



SUPERFIGHTER

Ocean, £25.99

After *Street Fighter* if my attitude towards other Arcade beat 'em ups has been a little negative. The *Superfighter* compilation hasn't done a great deal to alter that.

PH Fighter (reviewed in its budget incarnation last month) is an exceedingly violent rendition of an illegal fighting competition. With a host of gleaming opponents to fight and a tendency to smother them round the head with it, it's really a great way to pass the time. The action gets even hotter when a third game in, as the two-on-two battles are joined as much fun as the occasional 'Grudge Match' where you're actively encouraged to attack your opponent's teeth deep in his throat. It's not as good as *Street Fighter*, it's not as comical as *Bar Basic* (and infinitely better than the SHES version).

WWF Wrestling has already appeared on a compilation this month. It wasn't much of a surprise, and surprisingly enough it isn't

particularly hot on *Superfighters*. The fans said the better. I feel.

Not worth fighting for

Final Fight is a beat 'em up in the classic Double Dragon/Tiger Haregame mould. Taking the part of one of three characters you've got to plough through endless trash to save (depending on which character you've chosen) your girlfriend, daughter, or friend.

While it remains enjoyable for a short while you soon become aware of some rather real fighting inadequacies. For example, the game tends to stop in the middle of the action and ask you to change discs. I don't know WHY this happens. I just know that it DOES and it's VERY ANNOYING! The control response seems a little on the sluggish side too, and there's no feeling of weight behind the movements. It's not what you'd call a terrible game, but I've seen a lot better.

If you want a decent beat 'em-up, right now, buy *Street Fighter*. If you can't afford that, get *PH Fighter* on budget.



■ I've been thrown in for good measure on this rock 'n' roll compilation — but I don't canvas many votes in the office 'quality poll'. (You're dead!) — Ed.



BIG BOX 2

■ **Beau Jolly,**
£29.99

Computers are often used as an excuse to make money from outdated back-catalogues, but occasionally a company will buy software from other producers and come up with something special. At this point, certain philosophical questions spring to mind: such as, do ants consider what it's like to be an ant? or, did Archimedes get into the bath 'cos his wife told eureka? — and, well, Big Box 2, with its ten titles, fits into the aforementioned "how-come" category.

W-Type is an exceptionally good start to a compilation. The classic coin-op conversion does have its fair share of critics and is perhaps looking a little dated, but I still maintain it is one of the most enjoyable and satisfying shoot-'em-ups available. One of the major impressive features is the wealth of colourful power-ups — they're as useful as they are powerful, something I'd say is lacking in so many otherwise good games. Possibly the only criticism I've got about this being included as that most people will already own a copy, so it's been released on other compilations as well as full price and budget.

Remnants is a new one on us. It's a puzzle game requiring the player to make carefully detonated bombs on destructible tiles. Careful thought is needed to do this and it's all up against a tight time limit. It's a simple concept that, while unimpressive, proves to be a scintillating way to pass the time occasionally and is quite good.

IK-4 is another classic, but looks a tad bit compared with more recent beat-'em-ups — especially *Street Fighter II*. Taking the standard one-on-one fighting theme, it injects

an innovative twist: an additional character for three-on-one fights (with one at two buttons participating). You can be battling away with the one opponent, only to have the other sneak up and kick your butt through your nose. As if that wasn't enough, there is also a couple of interesting sub-games that break up the beatings and give you the opportunity to score some points.

However, this is one of those unusual Amiga games that worked better on the C64. Strange as it may seem, *IK-4*'s 8-bit soundtrack had more realistically defined characters (the Amiga number look too chunky) and gave a greater feeling of weight behind the various moves.

And the rest...

You may be noticing that it's getting to the end of the review, and I still haven't covered the other games included in the pack. Well, basically they're not really worth

the space. *The Real*

Ghostbusters is a poor overhead-view shoot-'em-up (a conversion of the old coin op), while *Deliverance Of The Earth* is a neat sideways-scrolling shooty affair with nice graphics but an astounding lack of

gameplay. *Streets* is a boring 3D-oriented puzzle game that is decidedly unimpressive to handle, while *Shred And The Thorns Of The Future* is a joke to all non-hard-disk owners. *Amazons* is an average shooty game (not a patch on the C64 classic) and *Bank To The Future* is a curious mix of inspired sub-games. Finally, *W-Square Baseball* isn't bad, but will totally bewilder any one but instant gridiron fans.

So (many) thanks of course, there you have it. Big Box 2's hardly the greatest compilation around, and only worth the cash if you haven't got the first three games.

“Hardly the greatest compilation around”

RICH PICKINGS



■ **Top:** *W-Type* is probably the best game on the collection, *Shred And The Thorns Of The Future* is not bad either. **Below:** *The Real Ghostbusters* — 80-bit drive for ghostly dodges.



■ A couple of classics rub shoulders with some slightly less prestigious titles in this packed package.







PICTORIAL / DANA BISSON

Amiga
FORCE

RICH PICKINGS

■ Renegade's Special weapons play an important part in *The Chaos Engine*, here's a particularly handy example.



■ Comprehensive options and data screens keep the player updated between levels — and don't they look neat??



■ No, not the Man. It's hardly elegant — these ugly rags are all that stand between the end-of-the-world-as-we-know-it and salvation. It won't take long before you've found a favourite among 'em.



woods games today by including a password system. Really, I could spend all day extolling the virtues of this Reneg (first eye) but I think there's more important things in the world. Sounds all gucclerent in AMIGA POWER! reading today? Could he mean solving the ones in Reneg? Or perhaps he's going to lead Bleking to a semibund recovery? Or perhaps he's going to play it again (and again, and infimum). ■

■ Left: If you go down to the woods today you'll be in for a BIG surprise — and it's certainly no plastic! Renegade World Tree's a real toughie...



THE

■ Renegade, £25.99

A t last! Finally a complete, debugged copy of *The Reneg* from Chaos Engine makes its price debut — we've had the demo for ages but I've strenuously refused to remove the game from that — but not all the waiting been worth it. ■

You bet! Like Ivan Warton-on said this one or two player multiplayer scoring tops him, the Reneg dump of quality plastered all over it. It's the typically manicured into sequence right through to the final showdown this game does professional polished charm. Atmospheric FX, a pounding soundtrack and sampled speech accompany the on screen mayhem exquisitely while the graphics themselves are predictably fast rate detailed clear and all firmly adhering to the game's style (even the word 'pause' is a graphical delight).

The story line too, has been carefully considered, set in an H.D. William Victorian era tell the plot sees two mercenaries in you any alone, joined an intelligent computer or moved character to accompany you. I've been attempting to teach the english

After the disappointment of *Magic Pocket*, the *Strategic Blast* are back with a bang. The *Chaos Engine* is easily their best game yet, simply costing quality. You choose and equip your character via attractive menus, and the full statistics are shown after every level, even incorporating the character's separate talents. Coupled with masterly music, this sets the scene for the multifunctionally pleasing action. The isometric backdrops are gorgeous, and the characters animated in great detail — I love the shogun's authentic peering action.

Thoughtful design is even more evident in the gameplay. The difficulty level is plotted perfectly, enabling you to get used to the ambushing, blockers, and the process of shooting nodes and collecting keys, before the action really gets up. And down it goes! With two players, you must really co-operate well to survive off swarming enemies, covering each other's backs all the way. At the same time, greed comes in when collecting the cash, food and special weapons. And for once the solo mode is just as engaging, due to the addition of a computer-controlled co-imperson who behaves surprisingly intelligently. Combining stunning programming and excellent game design, *The Chaos Engine* is a true masterpiece. **A**

You've got to head it to the Stragap, their apelles are weird!

These golden 'nodes' perform a number of different functions — here they both need to be shot before the exit opens.

CHAOS ENGINE

engine of the title. Devoted by you yourself is a pretty pleasant. The *Chaos Engine* is happily out of control and is drawing all manner of weird and twisted monsters into the surrounding environment.

It's the lure of hard-bash and not any genuine sense of ecological conscience that drives the gun (and Molester cocktail) into studies over onwards though. There are six, and as it helps to choose from, each differing in a number of areas: the characters' skill intelligences when and how special responsibilities may be used. *Warrior* is bloody obvious when you run out you've created. Speed indicates how quickly you can leg it away from particularly resistant enemies, and *Warrior* only affects the computer-controlled player in one-player mode (the higher his rating the more enemies he is likely to annihilate and the less his he is likely to take).

sonic, what really sets. The *Chaos Engine* apart from the crowd is the sheer playability of the thing. The careful working out of winning curves is something that's all too often absent in software nowadays. But that's certainly not the case here. The instructions give only enough information for the player to get up and running (mostly away). This game is truly steeped like care of any further education.

Also, the way that the levels have been devised is frankly brilliant. The difficulty level climbs ever higher as progress is made, of course enabling just that little bit further to be reached each go. All this continues to provide a very involved game — I was up till gone three this morning having just one more go!

Other little quirks that genuinely add to the pleasure of playing include the fact that every monster leaves something behind (it is usually just cash, but often power-ups, keys and special weapons are doled out). This last alone introduces a huge element of

competitive spirit to accompany the co-operation angle — sure, be a your buddy and naturally you'll defend his unit against attack... but if you can scoop more cash than he does it'll be your weapon that upgrades into a super blow. (It'll all be into mega-cannon in the game's occasional shop, so even found after every second and fourth level). Intelligent adversaries also add to the fun — hang about for a minute and they'll assault you relentlessly if you run away they give thrills.

Anyway, look, it's great play? It's funny though — although the game is certainly 99% in design it really has me back to the good old days, when games offered more than just a handful of flashy devices and seemed to engage the player to a far higher degree. Buy it.

Only look rush in. Take your time, gradually scooping the play area to reveal the next few blockers. Deal with those before moving on — running past them is not recommended as they'll follow you! Also, make sure to buy the next stage of *AMBIENT FORCE* for some stunning *Chaos Engine* maps and tips that'll knock you over!

Intelligent adversaries add to the fun

Apart from the flashy graphics and superior

FORCE mail

As our popularity grows, so does the mailing. A diverse bunch of topics are covered this month w/ no mistake — if you'd like to air your own particular points of view, the address is shown at the end of the column. Decentralised features will be awarded on and when the Ed sees fit, but here's a bit of a light-on as don't expect the Earth...

AND TO TOP IT ALL

Dear AMIGA FORCE:

Could you please send me a copy of the top ten games on the Amiga. For example the top ten role-playing games, top ten shoot-'em-ups, top ten simulations, top ten fighting, top ten driving, top ten platform, top ten sports. I hope you like help as I've just purchased an Amiga and missed the first few issues of AMIGA FORCE.

Mr G J Whitfield, Liverpool

PS If you can't send the list, the info I need, could or would you be publishing it?

■ Where on you, G.J., how could you have missed out on issue 1 and 5? Issue One featured a fantastic PIR King feature detailing the 15 best-ever driving games on the Amiga, while last issue One The Death of Chess 4: The Big Smashed Game ranked up the winners top 25 shoot-'em-up. Both lists of AMIGA FORCE are always available through

our mail-order company, please Contacto Direct on 021 337 3334 or, if you're unable to write machine, then Fax number is 081 337 3933.

The other games you mention will be listed in future issues, so keep 'em posted. In fact, why not take advantage of our generous subscription offer (page 76)? That way you're guaranteed to get all the could (and can) bits every month almost having to sit and there.

A MEAGRE AILMENT

Dear Steve:

I've been a reader of ZZAP! 64 since February 1988 (issue 55) to the last (issue 65, November 1990).

I subscribed in Amiga 500+ in April 1989 for my 14th birthday.

Due to the ZZAP! 64 connection I was invited when you said you were releasing AMIGA FORCE. I took a Game Gear and have also bought SEGA FORCE from Issue One.

I have a problem though. When I turn on my Amiga the screen light flashes on and off and the screen changes from black to a sort of shimmered United Army ship screen.

When I put it back in nothing happens, but if I play with the regulator in the back of the computer I shake the picture, sometimes resulting in a blackout in power to the computer, with the television just being unfused and fuzzy. I feel this could help other

YOUNG TEARAW

Dear Sirs

In October we bought your magazine which we loved great.

What we would like to know is, as the magazine there is a game advertisement called Tearaway Thomas which, according to the writing, was meant to be released in October 1992. My son, who is nine, got an Amiga 4000 for Christmas and really would have loved Tearaway Thomas too, but we can't get it anywhere. Nobody has heard of it and the odd one who has has no idea when it'll be in the shops.

Could you please tell us if and when it might be in the shops as my son is still patiently



modern, it's happened to some of my friends.

(Please insert: End Work)

Paul Fowler, Farnbridge, Wals, Kent

■ Chris, really. Sounds to me like you've got some serious problems there, Paul. My advice would be to try this first: Switch off the power supply then strip it from the wall socket for a couple of days. More carefully inspect all the other that connect from the installation as one of them could well be a bit dodgy (well, Brian, do). If that all shows up, you can always try bending it back with a bit, but if that is all looking good, move onto the actual power lead. I suffered similar symptoms to those you describe with my own AM50, the cause being my connector from the transformer was a bit loose in its socket... a tiny piece of sticky tape around the square casing of the plug and a good shove soon sorted it out. Please note, though, that this is certainly no technical fix at all (you can say that again!) — The Rest Of The A Team, and my sticky tape fix should only be considered if the owner's fix, I, nor European Impact, can be held responsible for any damage that may arise from following these suggestions. Okay?

If all else fails, you're looking at a trip to the hospital for rich Amigas, I'm afraid. There are several good places to try, but one of the best is Blackwell (Blackwell in Essex, tel: 0708 320465). They run a collection/charity service and give free estimates into the bargain. Happy Zapped!

Steve

A WOLF IN LITTLE CLOTHING

Dear Sirs

May I add my congratulations in respect of your first two issues (especially so far).

Have the ideas of magazine format ever been addressed (in regard of AMIGA FORCE), that some of the pages (sections) could be printed a little larger and simpler, the reason being many children buy your mag. look at the large profit section in reviews (and OH they look good) and don't bother to read the review because it looks full of big words (relevant if/for kids) to this.

understanding of having that game in play? Well, have a few pages aimed at younger children who I'm sure enjoy reading a small, brief, but to the point review (or worth having given) rather than a review.

Mr G Miller, Tingley

PS In issue 2 (page 15) the picture of Sebastian is it that Wolf of The Gladiators house? If I'm right could you give me a copy (please) Steve?

■ Well I do hope that any of our younger readers (starting this column) weren't overly confused by your letter Mr Miller — I certainly wasn't! What you is doing at: I assume, is quite kind of. Kids (adults) — but what would be the point? Pretty soon we may start

rating the games anyway (and the reader survey on page 76, which will mean a quick glance at the scores will tell us all they need to know in the 'worth buying' department. And besides, most kids that I know are a good deal smarter than they're given credit for. Or you know, for example that the average reading age in the UK is just that of a nine year-old! (Down as low as five in America!) So no, it's columns for kids in part of the question — I would be dumb of reading their intelligence.

And is that Wolf on the Barbarian cover? Whoever he is he looks a right pain to be (isn't he?) I wouldn't say it to his (new) friends, I ignore off-putting letters — so who cares?

Steve

wishing to obtain it.
We wait for a hopeful reply.

**Mr. Jean Deasy, Richmond, North
Tynes**

■ Okay Jane, here is the deal: *Teenage* (Thomas) is being distributed by a company called DMi who release their products under the banner of Global Software. The game will have been in the shops for a few weeks by the time you read this so it's altogether possible that you may have bought it. If you're still having trouble, though, DMi's even-cost-efficient (read-order department) would be delighted to supply you with a copy. Give 'em a ring on 01535 683336 for further details.
Steve

INTEREST RATES

Dear Steve

Thank God there is finally a magazine that is completely devoted to games. I must admit, *AMIGA FORCE* is a great mag — so please don't mess it up with a load of irrelevant crap or advertisements. And by the way, what the hell is a 'poker' (in the chess section, issue 2)?

I really think what *AMIGA FORCE* needs is to give a percentage mark to each game. It would give you a good idea as to whether it's recommended or not. If *A-POWCE* had this system I'd rate it 100%.

I wish you of the best of luck in the future.

SWIVEL HIPS

hello, good day and yippie!

I am soon going to be a new *AMIGA* owner and am looking at your magazine (very interesting) when I came across the *Force Nine Mail* section. I read the first letter with the four questions, but when I came to question three and three! When will software companies make games like *Star* compatible with the *Amiga*? I was (understandably) because I was going to buy an *Amiga 500* so I could play *Star*. So I ring up The Sales Curve to make sure, but they told it was out for the *Amiga* so I would just like to correct (Darrell Foster), and say that maybe there's something wrong with his order!

**Hugo Williamson, Brockley,
London**

■ Did you know that *Seawen* appeared to have sailed for *Silvermist* #7 *Spinn* (The Sales Curve) categorically denied this, but when you look at the game — especially the way some of the sprites assemble themselves — it's easy to believe the theory.

Anyway, *die gonzo* and *live aside*, you're right! *Seawen* ran on the *Amiga*, but NOT *EVERY* *Amiga*! Try before you buy to ensure compatibility, and if you're ordering the game (one of my all-time faves) send me a copy. By the way! *Pinball* is mail-order compulsory: make sure you emphasize which machine you own.

Steve

and I'm sure that *AMIGA FORCE* will be a big hit.

Brendan G* Collaghan, Thurles, Eire
PS I thought your reply to a letter entitled 'Disappointed of Starhead' was a real beauty — I was laughing for about ten minutes after! Keep it up!

■ Nice to hear from you, Brendan, here's what you want to know: *Poker* are basically cheats which are usually issued to the computer via a special cartridge (in Data Electronics's *Action Replay* bit). 'Cheater' data can actually avoid using a cart by writing their own routines, but this is rather technically complicated, that's why we use the *Action Replay*! We find *poker* essential when playing games for the *Amiga*, as it allows us to use far more of the game — usually 4/4 — resulting us to give balanced opinions on what the game has to offer. What the *poker* does is change certain values in the game code. For example, say a game gives the player three lives to start, well sometimes in the code a line will appear instructing the computer to ensure that only three lives are ever available at the start of a new game. With the correct *poker* installed into the program this value can be changed to practically anything you like, so five lives isn't out of the question. They also work with nearly anything that has a definite value — items, credits, smart bombs etc. The one problem, though, is that Commodore insisted to include a cartridge port on the *Amiga*, so games of the old-down format can't utilize 'em. Sorry! If you own an *Amiga* with a cart port and want further details on Data's *Action Replay*, give 'em a ring on 01932 744307.

And as for us rating games, guess we're the reader source for details on how to make your ratings known.

Steve

HOLIDAY READING

Dear Sir

I am writing to say thanks for a good mag. I got hold of the first issue when I went on holiday, and to use an *Amiga* mag with no cover disk for £1.95 is very good. Also, please keep the Cut-Cut W! Chess section — I like it, and it's a new thing for a computer mag.

Also, please could you let me know when I have to look out for the next issue because the first one had 'Autumn/Winter 1992' on the cover.

I am a 50-year-old disabled person and I like to get all types of *Amiga* mags. This ones I get and have the *Format* and *Power* and what I do is, get the hints, tips and cheats from the mags and put them on to a database. Then I can help people who write me I can just access the database and print out the lot of what they want.

Mr J M Pearson, Mansfield, Notts

■ Thanks, J.M., it's always nice to hear from a fan. By the way, any chance of your phone number? We should do with some for a tips database such as yours! Especially for the *Tip* file at the end of this course.

Steve

TIPS BITS

Most letters that wing their way to our busy offices (most have at least one request or help request) come around the meetings and meetings. This is where they end up: the least-played-away *Amiga* game to be considered, *Disaster*! Not me, but you can feel your bottom drain (er just your bottom if you want) from someone, somewhere, less. If you're stuck, be specific: the light rail for full details. And if you can help with it, you won't get anything but we can personally guarantee good *Disaster* is a really game in *Amiga* heaven if you supply the answers to those hard-top questions.

■ I'm writing it because on *Amiga* I can't get past the first level on *Badman* Fear (it's not) where the object here is to get up to the 100. I think it's hard because I'm trying to get the results.

Tim Budd, Glyford Rd, Bodely, Gales

■ I would be most grateful if you could let me any cheats or secrets on how to complete *Chompy* and *Fire And Ice*.

**Steven W Loppin, Dickinson,
Glasgow**

■ I wonder if you can help me with a number of things, because I can't get past the third level of *Magic* *Penkate* and I'm completely stumped on *Paradise* *World* *Chompy*. I've thrown the two color in the water at the broken bridge, but I can't make it to the other side.

Andy Arch, Malvern, North Tynes

■ On International for *Holiday* the object is this, when you start it, go to, keep pressing F1 and you will be awarded about 20 points. Also, on 255 when you get past the first level, and you go to the ladder and jump onto the first level, besides the ground where you stand. Then you will be in a place with holes and pits. If you want to know you go into a world box and you will be back on the ground.

**Brian Carr, Southport,
Merseyside**

■ In *Chompy* *Quest* by *Silvermist* I can get to the castle but I get stuck here. Is there anybody out there who can help me?

Also, is there a *Space Museum* on anyone tell me how to get the head of *Archibald* *Springhead* on the first level?

Brendan G* Collaghan, Thurles, Eire

GOING PUBLIC

The Public Domain scene is always full of surprises — most of them welcome! Wading through the sea of value-for-money games this month, JAMES PRICE discovered some priceless games and an excellent utility to make your A600/1200 much more compatible with old Amiga software...



POM POM GUNNER

■ Best-up PD

Missile shoot-'em-ups have been popular for a fair few years now. Missiles patrolmen too also been around for a bit, and it's curious that a game should pop up that incorporates the two.

After the naming: *Good idea, America* (statement on the title screen). I expected little. After all, it's a programmer is talented enough to



DOWNHILL CHALLENGE

■ Best-up PD

I've always been a bit of a goon on the piste, but skiing seems a little pointless to me. Standing in freezing conditions, waiting to turn yourself down a slope at pedestrian speeds only to writhed yourself in a nearby tree is not my idea of a good time.

However, *Downhill Challenge* is a worthwhile way to pass the time, without the usual creaking, nose-bleeding discomforts of its subject sport. Controlling your man down the gradients is a simple matter of moving left and right to avoid the assorted obstacles, while a quick click of the fire button results in an unobstructed jump. Crashing into obstacles such as trees and assorted diabolical results in the skier tumbling to the ground with a terrible lack of grace (and not a dry eye in the house, I'm sure).

All in all, *Downhill Challenge* is an impressive PD skiing. I don't promise that you'll be playing it into the small hours, but there's enough to keep you happy for an hour or two at least.

believe that the US of A is the embodiment of beauty and lady apple pie, then the game is going to reflect his nationality being a little naïf.

Pom Pom Gunner is a game of mindless violence with the emphasis firmly on defence (?!). The levels are oriented around WWII attacks on American forces: you (as a God-fearing soldier) sit at the helm of a huge gun trying to destroy the airborne enemy. This is displayed (and emphasised) along the same lines as *Operation Wolf*, but with static cameras and a plethora of noisy planes. Moving the target sights around the playing area, you have to shoot down as many enemies as possible, ensuring you pick your targets correctly so as to not harm friendly aircraft.

It's all good fun, but comes a \$7 Sherman tank, and I doubt everyone would want to play that much (or have the hassle of exchanging the coin) for a game that takes seriously it's certainly worth a look, though.



TOWER HILL

■ Best-up PD

Tower Hill adventures tend to be rather limited. It is so infuriating typing commands, but only to be concerned with 'You can't do that! Perhaps this is why some adventures often work better everything you can possibly do is there at your disposal' (referring to a minimum of fuss and bother).

TRAG GAMES DISK 01

(1 Disk)

■ Robert Smith
DTP

Granted, this compilation's been around for a while now, but new Amiga owners deserve to hear about it, don't you think?



Missile Command is (as you'd expect) an Amiga version of the old arcade classic.

Defending cities from a teenage nuclear assault has never been so much fun and it's a well-programmed tribute that does the original proud. (Despite only having one missile base to command!) — *Top*

War is another PD recreation of an old game, this time the subject matter is GIs. For those of you who've never seen



QUADRIX/ TUMBLER STREET A Book-up PD

Turned by far the best puzzle game to wear its head on any computer format. Sadly, its successor *Wetrix* won't half as addictive.

Quadrix is a variation on *Wetrix* in which you use the same four-sided "well,"



numerical keypad to rotate them. Once your piece is facing in the right direction, you can use the cursor keys to position it correctly for the drop.

When you've cleared *Wetrix* with a perfect, *Quadrix* is more fun than a freehouse full of five-colored monkeys. The more dimensions really does add another dimension—if you're used to *Wetrix*—and the difficulty level is calibrated to the right side of 8.5/10. It's a lot of fun to play for 4500 points, though (as opposed, say, to).

Tumbler Street is a simple concept implemented with style. Your digitized host moves three tumblers around in a containing fashion. You have to watch his juggling carefully and pass the tumblers with the ball sticks. This is made a little more interesting by the

Tower Hills on loan-driven adventure on LucasArts' new familiar mythical theme. All the necessary items are displayed on a single screen, with a control box gradually dropping the items you're in while a text box at the bottom tells you about it. Entering the more rooms and solving puzzles is great fun, but for this decidedly luckier piece you'll be a fool to miss a

PUBLIC DOMAIN



addition of bars, which can be increased or reduced, depending how confident you are. Lots of money can be lost this way, and you even get the sensation for the money to add, so taking your cash and putting it in the pocket pouch.



but the opportunity by using the rocks, tied to the floor of your car, while waiting for it to be very simple, but enjoyable—especially with two players.



Sadly, *Mindbenders* and *A-Pine* (apparently pronounced creatively) aren't of such high quality. *Mindbenders* is a poor little one-player card game, and *A-Pine* seems like the "Mac-A-Moon" moon is a mad programmer.

Overall, however, this is one of the best packages of mini-games available, the worth getting for Macintosh owners alone, and for (in 40) you certainly can't complain.



the original, the game involves filling in a screen with icons while avoiding mines (avoiding the line). Confused? Calm me, this is a simple concept which pays well—although I've seen other superior versions better now.



Catapult is a puzzle game based upon the TV series of the same name. Across the screen is a band of blocks.

Clicking on an icon reveals its hidden picture, and the idea is to match the pictures to show the word concealed beneath the line. Every time you get a correct pair, you are given the opportunity to guess the word, and you finally get it right or run out of time. As simple as Hangman and surprisingly enjoyable, *Catapult* is an interesting little game.

Blaze is VERY strange. It's an attempt at creating pseudo-intelligent responses to sentences typed into the Amiga. It's in, in fact, a psychoanalyst who makes you tell her your problems. After getting the A-Pine crew to free of every imaginable euphemism and insult, we all dutifully typed them in only to be confronted with polite incomprehension. As we all know, we ourselves are hard and slow (??) and it's just not realistic. It must be a bit of a trick.

Rope is a clever little puzzle game to be played against either the computer or a friend. On the 4 x 4 board of squares, the idea is to use your four pieces to either (a) get to the other side of the squares, or (b) use all your opponents' pieces. With its cut-down version of draughts, but with seven skill levels, it's a truly little challenge.



Everyone's bored with puzzles, and *Snake*, *Castle*, *Simple*, and *Peach Bear* are three computerized traditions. Each one comes with three difficulty levels, and I defy anyone to save *Snake* (Castle on the hardest setting)—it's not possible, I'm sure.



Shikare is an interesting one-on-one dual, played either against the computer or a friend. Speeding around the maze, you have to take

ELEVATION

■ 17-Bit

Elevation is a particularly simple (if not then because it's so much fun. All you have to do is get to the top of each screen using the assorted platforms and ladders while avoiding enemies. Sounds easy? Well, yes it is at first, but soon gets fairly tricky.

The graphics and sound both serve their purpose well enough, and even though it's not going to astonish you, *Elevation* is certainly worth a quick blast.



THE VIKING SAGA

■ Dojo Yu

Strategy games may not be everyone's cup of tea, but when they're as good (or as cheap) as *The Viking Saga*, you can't go too wrong. After loading I was pleasantly

surprised under by a range of options — something I'd anticipated — but what surprised me was how easy they were to use.

Taking control of your army, you have to gain total dominion of the surrounding towns, ports and islands. However, it's not just a case of sending out troops and hoping all goes well — you have to earn them first, and to do that you have to be financially solvent.

MONEYSPINNER

■ Dojo Yu



Space Trading Games is sold on the disk. This inspired me in the same way a lack in the south would. After seeing almost endless amounts of text-oriented games that took the boring elements of the old classic, *Elite*, and discarded the enjoyable

with you. Well, *Moneyspinner* does have a large trading element, but the arcade section is one of the most enjoyable I've seen in a

while. Space is viewed from above and you control your craft with simple left/right/forward controls. Between trading and hyperspacing to different sectors, you are engaged in all manner of dogfight — you can even destroy friendly traders and crash their stock.

If I had to recommend just one game this month, this is it. With the excellent graphics and gameplay resulting in a truly more enjoyable commercial release, you'd be a caffeine-soaked addict to this it.



ESCAPADE # 17-BB

Yet another game that deserves a quick mention. Look at the cover art, and you'll see it's a *Breakout* clone. Usually, this would be enough to fill the office with disgruntled howls, but *Escapade* is a bit of the better when we've seen. With power-ups, a detailed backdrop and mouse control, it scores highly on the playability scales. One to get if you're unfamiliar with this genre and want to see what the fuss was about.

Money is accrued by owning towns and trading goods, both of which can be captured or lost. The more of these you own, the more money you get—and the more equipment you can supply to your armies.

Starts by no means on epic, but there's an admirable amount of detail involved and it's a perfect option for those who don't want to be bogged down by complex instructions and rules. To also say it's an absolute bargain for the asking price.

17 BIT SOFTWARE

First Floor Offices
25a Market Street
Walsley
Wolverhampton
WV1 1QS

17 bit asks for £12.95 per disk, together with additional 50p transfer charge and packaging. They also specialise offers for large orders. Hurrah!

KICK 1.3 # 17-BB

As if you A600 and A1200 owners know incompatibility can be a nightmare. If you've upgraded to the alien hardware and have still somehow had down 1 week, or ordered PD that refuses to boot. Kick 1.3 is the disk for you.

Essentially, it is a "downgrader", making the computer ignore all hardware additions and use the basic elements that previous Amigas utilise. 17 bit version that 75% of incompatible software will work after installing the marvel (by simply booting it up before installing your game disk). What more can you say?

GhostRider
5
Slipstream
Presents
Kickstart
1.3

PUBLIC DOMAIN

PUBLIC ADDRESSES

DEJA VU

7 Holmdene
Beech Hill
Weymouth
Dorset DT99 7QG
Deja Vu only deal in Commodore, so the charge is a little higher than usual. However, the quality is top, so £3.99 a copy PD is rather a bit dear. If you ask me.

BOOT-UP PD

20, Serrings Lane
Uxbridge
Middlesex
UB8 3SD

Arnold was perplexed. Surely they didn't charge a mere £1 for disk & duplication, with the only additional cost being the price of the stamps? They did, you know. And they still do.

ROBERTA SMITH DTP

100 Falcon Way
Hampstead Garden Suburb
London
NW11 5JE

Hello Maureen, did you get the shopping off letters that PD for 50p + 10p p&g? You're going mad, m'lady! But she wasn't, because it was free.

Well,
that just
about wraps it
all up for this
month. If you
run your own
PD library, feel
free to send disks
in for evaluation.
We've always got
the time to look,
and we're not
going to say nasty
things — if we
don't like
the game, we
won't give it
coverage. See
you next
month...

OBLIVION # 17-BB

A lot of PD games seem to be rehashed representations of old 8-bit or arcade games. However, there's an especially bad thing—too many where *Oblivion* concerned. We have a few *Oblivion* clones before now, the most noteworthy being Dundee Software's *Revenge of the Titans*. *Oblivion* took the basic formula and tweaked it a bit, passing only to add a totally new plot and give the whole style a large twist. *Oblivion* can't quite match that (you should have seen them!) but it fits snugly into second place because it is so darn enjoyable.

If you've never heard of *Defender*, you've been missing something special. One of the original Williams coin-ops, it placed the hero in the seat of a cone spaceship. The idea was to fly left and right, destroying the aliens trying to kidnap people on the ground. It's weirdly managed to stay a favorite to the top of the charts, it's hard to see a better reason than (usually) destroyed you in less

seconds. As the game scrolled to a loop, a scanner was thoughtfully provided to show the human and alien positions, adding its order. After all, you can't be everywhere at once, can you?

Oblivion takes all the winning elements from its parent game and improves them, giving huge elements to the gun-hungry masses and additional updates scrolling to the championships. I can't see how anyone would fail to enjoy this exceedingly vibrant and loud game. Miss it at your peril.



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FORCE**

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Address

Answer 1: a b c

Answer 2: a b c

Answer 3: a b c

...And if I'm a runner-up, I'd like a copy of..... please!

Send coupons (or a photocopy) to: **THE (OUR) PRICE IS RIGHT CONTEST, AMIGA FORCE, European Import, Ludlow, Shropshire SY8 1JH.** Just for the record, the closing date is 18 April.

Our Price have always been the right people to go to if you're looking for listening and viewing material. Well now you can watch the video, listen to the soundtrack, wear the T-shirt — and play the video game! Yep. Our Price have finally made the decks to stock computer software (excluding Amiga titles) and to celebrate they're offering up to eight superb prizes to those clever enough to answer the following three questions:

1. Who recently released a cover version of the song 'I've Never Been Meant'?

A: John Goodyear
B: Steve Strider
C: Whiskey Houston

2. Which series of horror films feature a character called 'The Head'?

A: Police Academy
B: The Last Party
C: Hellbound

3. Where can you find the best value computer games from?

A: The Early Stage
B: Phil King's Underwear Drive
C: Our Price Records

OUR PRICE PRIZES!

Our lucky winner will win the top 20 selling games, as of this issue, (and in case your enthusiastic isn't as good as it should be, that's over £100 worth of top-quality software — and here's first lot in full):

Street Fighter II, Alan Smithee: Special Edition, Discworld, Premier Manager, Sensible Soccer 92/93, Wing Commander, Nick Foster's Golf 2000, Indiana Jones And The Fate Of Atlantis, Trivial Pursuit, James Bond, F18 Combat Pilot, Dory: Prince Of The Maelstrom, Prince Of Persia, Royal Plan, A100 Hunter Assault, First Officer Manager, Campaign, Indiana Jones And The Lost Crusade, The Godfather Adventure, and Academy Award (Prize for...)

Ten runners-up can win any one prize from the list, so remember to specify your choice when receiving all the items included somewhere on this page.

One of the most colourful games of all-time, we reckon Flair's platform romp is even better than Zool. It's got great playability and a host of very different levels. One of the most enjoyable is the Fairground, whose three areas make up a giant pier. Have all the fun of the fair with our multi-coloured maps!

AREA 1 BARRIERS TO RESCUE: 2

SPECIAL ITEMS

Heart
Improves your health.



Shield
Should be avoided as it lowers your Troll's response.



Cloud
Great for swinging up to otherwise unreachable platforms, and for keeping baddies.



Chair
Use to avoid it slows you down.



Wings
Temporary invulnerability.



Spring shoes
These allow you to jump high into the air.



Wings
Temporary ability to fly!



Collectibles
Pop these to reveal points, bonus points and coins, or special items...



Collectibles Spell BONUS and you get to play a special bonus level on completing the current area. But spell BONUS and you'll have to find a pair of objects in a tough extra level or lose a life.

B G N O S U



Trolls

FEATURES



Remember: Knock off the elephant and when you die, you return here rather than the start of the level.

Spring: Just let yourself bounce higher and higher. When you can reach those top platforms.



To enter the Fairground level, jump on the rising platform and take the first door on the left.



Platform: If you reach this point with the required quota of babies, the flying pile carries you to the next area.



Secret Platforms: Only seen when you jump on them. They usually form a route to extra bonus items.

Collecting Platforms: Either run and jump straight over them or, much safer, take the long route round the top and through the Tunnel Of Love.



Tunnel Of Love: Not as much fun as your own, but there's still quite a few goodies to collect.



Wings: Use them to fly around the lower platforms and pick up all those goodies.



Moving platforms: Jump onto them and it takes you back left.

SECRET UNUSUAL



PLAYING TIPS

Solving: Use this to reach the top platforms.



AREA 2

Babies To Rescue: 17

AREA 3

Babies To Rescue: 12



Rollercoaster Car: This car usually travels between here and underneath the big tent.

Yager: Use it to swing up onto the top-left platform.

Falling Platforms: It's safer to avoid these by going over the top of the tent and jumping to the right.





Hovering Platforms: Ride on them and take a running jump onto the desired platform.



PLAYING TIPS



Collecting Platforms: You can only run over them once; after this you'll need to jump and swing across on the yoyo (collected from the balloon above). This requires split-second timing or it's instant death — the good news is that you can get enough bubbles elsewhere, without needing to take this precarious route.



It's
Action Replay
 time again! After
 Issue 2's plethora
 of pakes, we've
 been hectically
 hacking yet
 more top games
 to save you the
 trouble...

HOW TO POKE

WIN A
REPLAY!

The Great Action Replay Mk III is an essential piece of kit for the serious gamer/player. As well as helping you find game-breaking pokes, it can be used to grab game saves and save them out as standard FF files — and it can do the same with sound samples, too. Sadly, it was I who on the AR20, which lacks the required expansion slot. Greet say there is no way round this problem, but are currently developing a version for the AR2001.

To stand a chance of winning one of these handy devices, just tell us the answer to this simple question:

What shape is the Freeze button on the Action Replay Mk III?

Get down the answer, along with your name and address, and send it to: REPLAY! COMB-92, MAGNET FORCE, Enterprise Impact, London, Stroudshire, SY6 1JW. Entries must reach us by 15 April 1993.

REAL ACTION!

First, press the Freeze button on your Action Replay! If the poke has TFD, before it type this followed by the address (eg TFD 24AFC) and press Return. The code will take a few seconds to find and delete the document instruction, so you'll get infinity whatever. Once it's done this, press Esc and then X to return to your game.

If the poke doesn't have TFD, before a 16-bit value M and then the address (eg M 7C50). A row of two digit hexadecimal numbers is displayed: change the first to the desired value (a number of lives/credits etc required — maximum FF), press Return (then Esc) and finally X to return to the game.

- **Bubble Bobble**
- **Bubble Blaxy**
- **CJ's Elephant Antics**
- **Cool World**

CG1EE Lives
 TFD 31A Lives
 TFD 1EC71 Lives
 TFD 1EF8 Lives
 1E9E Minutes
 1F00 Tens of seconds
 1F01 Seconds
 887F Danger

- **Defenders Of The Earth**
- **Final Fight**

TFD 88D3 Health
 TFD A3FA Lives
 1A17 Credits
 5A31 Lives (p1)
 5A7B Lives (p2)
 TFD 8C7B Lives
 7D32 Fight (pt. white)
 7D3 Fight (pt. red)

- **GenX**
- **IK+**
- **Laser Squad**
- **Magical Diary**
- **Mousetrap**
- **Nero**

13AA5 Credits
 171 Lives
 00702F Lives
 139047 Lives (p1)
 13A2B Lives (p2)
 19G7D Situations
 19A2B Credits

- **Ninja Warriors**

022B6B Lives
 8FAD Zapper blocks (p1)
 8F0B Zapper blocks (p2)
 12F53 Lives
 12F57 Treasure left
 E307 Lives
 82B0 Lives (p1)
 88D7 Lives (p2)

- **PP Hammer**

TFD 73D9 Lives
 125 Lives
 1A7D Lives (p1)
 1A8F Lives (p2)
 C1C47F Lives
 TFD 748 Energy
 TFD 758 Lives
 881F Credits

- **Simpsons: Bart Vs The Space Mutants**
- **Sleepwalker**
- **Smash TV**

- **Space Blob**
- **Trollb**
- **WWF Wrestling**

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Maple's price example: Harold Maple (born 4/1/79) has 100 shares of Maple Corp. stock. He has a cost basis of \$100,000. He sells 50 shares for \$120,000. He has a capital gain of \$20,000.

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Category	All respondents	Non-respondents	Respondents who did not answer	Respondents who did not answer
1	100	100	100	100
2	100	100	100	100
3	100	100	100	100
4	100	100	100	100
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77	100			

Keywords: *Teamwork, autonomous agents, social interaction, social network, social network analysis, social network visualization, social network modeling, social network simulation, social network analysis, social network visualization, social network modeling, social network simulation*

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Figure 6

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	2019	2018
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3. Gross profit	40.00	40.00
4. Selling expenses	(10.00)	(10.00)
5. Administrative expenses	(5.00)	(5.00)
6. Depreciation	(2.00)	(2.00)
7. Finance costs	(1.00)	(1.00)
8. Profit before tax	12.00	12.00
9. Tax	(3.00)	(3.00)
10. Profit after tax	9.00	9.00
11. Dividends	(4.00)	(4.00)
12. Retained profit	5.00	5.00

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Size 10, 20, 30, 40, 50	1.1 0.0 0
Size 10, 20, 30, 40, 50, 60	1.1 0.0 0
Size 10, 20, 30, 40, 50, 60, 70	1.1 0.0 0

1000

```

# Create a new column 'log_likelihood'
df['log_likelihood'] = df['log_likelihood'] * 1000

# Print the first 5 rows of the DataFrame
df.head()

```

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GOBLINS 2

When we asked whether you wanted more *Goblins 2* tips after last month's epic playing guide, the response was incredible. We were planning just to tip maybe a couple more game sections, but so many of you are stuck in various places we just had to compile the rest of the complete solution.

GUARDS

Get the Mayormouse, put it in the right of Gervon (as in old). Put Fingen on the staff above and make him jump onto the Mayormouse. While Gervon is drenched, Winkle can pick up his sword. Pick up the Mayormouse again.

Activate Winkle on Ruffin, and when

Shoggoth's mouth is open, take the Chattering-Gun with Fingen, use the Chattering-Gun on the Cupboard lock to take the key.

1



FORCE

Give the Blacksmith the Impried, then the Sword. He asks for the bellows to be activated. Use the Steel with Winkle on Ote to make him grime. When he chokes his Leech, keep Fingen on it. Fingen is propelled to the left and then

jumps on the bellows. The Blacksmith forgets a Key; take it. Use the Mayormouse to Force with Winkle. While the meat is lowered, Fingen can use the Steel to grab a piece. Take the Arvl before leaving the screen.



GUARDS

Make Fingen use the Meat on Andrid to get his

Fallen Teeth! Use the Key on the Cupboard N contains



4



WELL

Enter the Tunnel with Winkle. He presses the button which reveals a Door in the monster. Lift the Hatchet with Winkle to reveal a Switch — press it with Fingen before the Hatchet drops back. The monster's Door opens. Enter the Tunnel with



Fingen and, when the monster's mouth starts moving, send Winkle through the Door to initiate the monster's voice. This starts Schewery for a short while. Fingen must quickly use the Steel on the Hole to Hish Schewery to it.

Now get Winkle to use the Fallen Teeth on Schewery, who'll hang for a moment. Throw the Arvl at him before he comes back up; he goes down, lifting the Well cover. Both goblins use their Diving Suits on the Well.



5





WRECK

Go on deck and through the Door with Winkie. While Winkie is standing on the Mast, light the Lantern with Fingus: a Fish-Lamp arrives. Catch it with Winkie. Use the Fish-Lamp on the 177 crew (top right); a Ghost appears.

Place Fingus on the big shell (bottom right). Light the Lantern with Winkie. When the oil appears, activate the Boulder. Fingus is thrown by the big shell to the Station. Use the Starfish on the Chest with Winkie, and activate the Statue with Fingus while the Chest is open. To get the Sword, Use the Sword on the Skull, and pick up the Diamond that falls out.



MERMAID

Use the Glove on the Shell to neutralize it. Go past it and grab the Bottle with Fingus: it contains a Parchment which is an SOS message from Prince Buffoon. Get Winkie to take the Bottle; he finds a Pearl. Give this and the Diamond to the Mermaid, and she opens part of the Passage at the top of the stairs. With Fingus, give the Parchment to the Octopus and he opens the rest of the Passage. Recover the Glove from the Shell, and the Shell, before going into the Passage.

THRONE

Pick up the Popper. To get to the Corridor, use the Sword on it with Winkie, and Fingus can climb up via his clown's outstretched hands. To get Winkie up, Fingus presses



To make a Cockroach arrange, Fingus enters the left exit, and Winkie immediately activates the Tongue. You now have to be quick to catch the Cockroach before Glotzok cuts it. Send Winkie down to the right of the Drifts (middle left), while Fingus goes to the left of the Hole (middle right). Activate Winkie on the Drifts, then immediately make Fingus use the Glove on the Hole; time it right and he catches the Cockroach.

Put the Cockroach in front of the Hole (use it on Hole) and pour Kinkidoll on it. It crawls through the Hole; Glotzok cuts it and it is neutralized. Make another Cockroach come out and catch it (as before).

MERMAID

Yes, we know you start in the Wreck location, but you need to visit the Mermaid first...

Use the steel on the Sea Horse with Fingus. From now on, use the Sea Horse directly to go up. Go with Fingus through the Hole going up on the right. Activate the Shell with Winkie, who throws it; catch it with Fingus (just as it reaches him).

Send Winkie through the Hole on the right. Activate the Gerty with Fingus: a gloved Hand emerges. While the Hand is stopped, drop the Shell on it with Winkie. Pick up the Shell with Winkie. He can now take the Glove with a Starfish inside.

PLAYING TIPS



STOREROOM

Activate the Screenshot with Fingus and take the Self. Lift the big pet Cower with Fingus. While he's holding it, Winkie can pour the Self on the little guy inside. Take



the File in the Pair with Winkie.

While Fingus holds the Rope on the right, get Winkie to grab the left Rope; he swings down, lifting his friend up onto the top-right shelf. Fingus can then use the File on Cokkro's Chest to free him (he flies off with his cage!), then take one of the Thumb Tacks on the wall.

Get Fingus to stand on the shelf above the Cook, then hit the Mouthballs with



Winkie. Now move Winkie to the right of the Cook. When Gunkapack's head grabs the Cook, Winkie can place the Thumb Tack on the Case. As soon as this is done, click on Fingus, ready for the next tricky bit. When the Cook, in pain, throws the Meatball up, Fingus must quickly use the Meatball on it — this takes some doing, so have Fingus (in the adjacent Throne Room) is now neutralized. Exit.

the Switch, and Winkie enters the door that opens in the eye (middle right).

To take America's Crown, Winkie enters the left Eye, and Fingus immediately activates the Tongue.



PLAYING TIPS

10

ARMOUR

The Cockroach must be disguised as a knighted and started with a Kindred for Aesopick. To do this, first take a Forest Feather and dip it in the gold Ore to make a Brush. Put the Cockroach in front of the Hole (by using it), and paint it red with the Brush. Four Sapper on it, then Aesopick. It crawls through the Hole and in return by Aesopick, who disappears.



11

THRONE

Aesopick has gone, while his henchmen are puzzled. You can now get the Buffoon, before going back to the Armour room.



ARMOUR

Put the Buffoon near the Breaking Machine. Put Fingon, then Winkie, under it. The Buffoon starts the Machine which chains them both, then releases them. They all jump out of the Scientist's window.



12

PARCHMENT



Click Fingon on the back Handle, then immediately make Winkie grab the Point (he must be near enough to do it in time). The two get into a short distance report then operation. Fingon can now get the Paper-Marker and use it on the Candle to make a Wick.



Pick up the Match with Winkie, and use it on the Eye (it goes off). Get the Buffoon to kick the Eye. It



breaks around and breaks the glass. Pick up the Glass Sphero and use it on the light Eye with Fingon. This melts the Candle, producing a lamp of Wax. Use the Wax on the Seal (on the letter), then use the resulting imprint on the Lock. A Seed falls out; use it on the map Wings to make a Plant grow — make the Buffoon and get into a short distance report then operation. Fingon can now get the Paper-Marker and use it on the Candle to make a Wick.



PLANT

The Buffoon has fired up the tree, doesn't want to come down, and is hungry. Kael, the tree, offers an Apple but it contains a mineral.

Go through the Hole with Winkie to get to the Buffoon. He wants to

climb, and is from down — get it. Click on the Stone to make a Hole appear. Use the Stone on the Hole with Winkie while they struggle. Fingon can climb the main Cap.



While Fingon stands beneath the tree, use the Match on the Apple with Winkie. Fingon can use the Cap to catch the bouncing Apple. Winkie uses the Apple on the Hole to give it to the Buffoon. The little chap comes down and runs to the (orange) Mushrooms, eats one and disappears into a dream! The two grabbers eat the Mushrooms in turn.

14

13

62



IT'S **ALMOST** ENOUGH TO MAKE YOU WANT TO OWN A CONSOLE!



**100% NON-STOP
NINTENDO!**

ON SALE NOW



**100% SEGA
SENSATION!**

ON SALE NOW

impact
MAGAZINES
CREATING 90s READING

PLAYING TIPS

15



TOYS

Make Wackie go up the little ladder, then act as the Bubbles with Piggy. As the Bowl hits the Bubbles, make Wackie go to the floor. He jumps off the edge and catches the Bowl. Get him to use the Head on the box Cover (left), and leave him standing on the Cover. Now activate the bottom Pig (stone) with Piggy. Wackie and the Bowl go flying and knock the Safety Pin onto the umbrella. Catch another Bowl (see below), use it on the Cover, and place Wackie on the catapult (bottom left). Activate the bottom Pig with Piggy to send Wackie flying up to the release.

This next bit's tricky, so it's a good idea to save your position here. Use Wackie as the Foe to make a Bubble quickly get Wackie to jump on the Bubble. He falls down towards the Cover you must activate the Pig with Piggy at the right time, so that the Cover lies open just as the Bubble lands on it. The Bubble is then blown towards the umbrella, and the Safety Pin can be taken by Wackie.

Keep trying — it can be done!

Wackie can't get back over to the left, so you must catapult him up, as before. Now put Piggy on the rainbow's end, and get Wackie on the top Pig — Piggy

Wags up to join his pet.

Put Piggy past to the right of the Foe. Activate the Switch with Wackie to make the Buffoon tell the short

time he's in the Bubble-blower's circle, make Piggy operate the Foe. Then it's right and the Buffoon is enclosed in a Bubble — quickly make Wackie go and burst it with the Safety Pin, to free the Buffoon.



MOUNTAIN

While one goblin lifts the Stone the other, placed just above (and to the right), takes it and puts it on the second level. Repeat this operation to put the Stone on the third level.

Place a goblin on the Lion, and throw the Stone from level three with the other goblin. The first goblin is thrown onto the lion's right shoulder. Make him act as the real Head, which falls off. Come down.



Take the Stone to level two. Place Wackie on the Lion, and throw the stone with Piggy. Wackie lands on the lion's left shoulder. Make him enter the Shoulder Hole: he emerges near the fallen Head. Put Piggy on the Lion, and push the Head with Wackie. Piggy lands on the 'teetering' rock. Move Piggy to the rock's centre of balance (the H cross); he starts juggling, the rock descends. When it gets to Wackie's level, make him jump on it. The rock goes back up.

You've advised to save your position here... Use Wackie on the small Rock near the bird cage and, in the brief time he's bridging the gap, make Piggy walk over him. Use the Fish on the Cage to free the bird and get back the Key (and Buffoon).



16



PLANT

Place the Buffoon on the Catapult. Press the Switch with one goblin and, once the boy emerges from the statue's eye, activate the

Catapult with the other goblin. The Buffoon is thrown, catches the key, and is taken off by a bird out of the back.

17



64

PLANT

Use the Ray on the Door, and enter.

18



THE GOBLINS WERE RETURNING TRIUMPHANTLY TO THE VILLAGE WHEN THEY SAW THAT THE BUFFOON LOOKED STRANGE...



THIS CHILD IS POSSESSED! I'LL TAKE HIM TO MY LABORATORY. HE MUST HAVE HIM DRINK THE WATER OF MY FOUNTAIN. GET SOME AND COME RIGHT BACK!



PLAYING TIPS

KINGDOM OF DEATH

20



LAB



19

Use the Magic Water on the Buffon. A demon appears and takes him to the Kingdom Of Death. Save the Pencil (top right) with Winkle and use it three times on the Blackboard. Take the Sponge which the Demon Thrown at him.



Make Fingus use the Pencil on the Magician's Portrait; get Winkle to jump up on the Armchair to catch the Resuscitating that's thrown.

When Winkle sees the Mug on Table, the wizard leaves on the table, knocking a Toothpick to the other side of the room; quickly make Fingus throw the Resuscitating at the Toothpick while it leaves.

Winkle can use the Toothpick on the Skeleton to open the Rib cage. A bottle smashes on the ground — use the Sponge on the resulting Pool. While Winkle awakes the Pipe, get Fingus to use the Wet Sponge on the Snake. A portal to the Kingdom Of Death appears. Enter it.



Make Winkle (placed on the top-right platform) throw the Resuscitating at the Teeth, timing it so that it knocks the splinter into Amortish's head, just as it grows — do it too early and the splinter misses.

Get it right and the Buffon falls, but you must be quick to stop the Demon taking him back up. Immediately make Winkle jump from the II zone; the eye flies over and hits the Demon. You can now get the Buffon.



Put the Sponge on the Rack with Fingus. Place the Buffon

on the eye, then make Winkle jump from the II zone; the Buffon is thrown onto the Sponge, which wets the Rack. While the water flows, make Fingus use the Pencil on the Rack to draw a door. It doesn't last long, so quickly get Winkle to open the Door.



opening the door. The goblins and Buffon can now leave — farewell, farewell!



Slacko!



Leave Lee in this 'pit' while you explore the rest of the level undisturbed.

LEVEL ONE KIPSVILLE

KIPSVILLE



You can jump over and shut the first trap door, but it's easier (and funnier) just to fall down it.

Shut all of these quaking doors.



Send Lee to the right of you, at the edge of the platform. When the barrel stops, turn him round and — if you've timed it right! — the barrel takes him over the water.



You need a ramp to kick Lee over this gap.



Send Lee to prevent him getting too close... then push him just when the road's clear.





Again take a run-up and kick Lee off the edge. He bounces back up to the top-right platform. After you hear the bounce, follow him.

Push the block off the platform and towards the hydrant to stop the water.

Blow up the dynamite by walking into it!



PLAYING TIPS



Bridge the gaps and let Lee walk over you. It's safer than kicking him!



You need a decent run-up to kick him over this gap or he'll fall short.



You can leave Lee here while you deal with the later hazards.



Take a run-up and kick Lee from the edge of this platform. He'll bounce on the wire below and fly up to the top-left platform. Very tricky indeed!

Push the lollipop lady into the middle of the road to stop the traffic.



Either hit the dog warden or kick Lee over him.



You can now peg a visit to Kipaville too...

PLAYING TIPS



Push Lee past the falling barrels when the coast is clear.



Watch out for falling coconuts.

As the monkey reaches the edge of his spring (to the left) start pushing Lee past.



Roll the barrel down and push it into the crocodile's mouth.



Push the barrel onto the spike.



Collect the duncie's hat for a whole level map, like the one on the right.



Hit the snake on the head so Lee can pass without incident!



Get the whapping cushion from Peano for limited invulnerability. Don't lert about now!



Kick Lee past the electric wire.



Collapsing bridge — watch out!



Push Lee backwards past the tree and a hand comes down to turn him round. Very handy (he he he).



Hit the snake on the head, and leave Lee here while you go off to the right...

PLAYING TIPS



Rick Lee rode the giraffe, who lifts his rock to fling the ball up to the platform.



Hit the monkey to stop him rolling the barrel down the hill.

Leave Lee here while you explore the rest of the level. When you do want to move him, kick Lee from the left of the giraffe, so he lands on its neck. When he springs up, he'll be

walking right and so won't fall off the edge of the platform. Follow him.



Kick Lee near the ground.



Hit the porcupine before Lee treads on him.



Walk into the lower to drain the water... then roll the barrel into the small gap below.



Hit the elephant's trunk to stop him spouting water.



Push the barrel left into the water.



Collect the crocodile goo to build a bridge over the water. You can leave Lee here if you like.



Hold Lee to the right of you, near the edge. When the barrel stops, turn him round: he should land on it.

Place the tree to rest, though, as Lee walks straight into the ghost-filled graveyard. If enough people walk in, we'll eat one food in here next month!



PLAYING TIPS LEMMINGS LIFELINE

Timing's the name of the game in the two levels solved this month — both from the *Oh No! More Lemmings* data disk. Robert Marsh from Kent has been having trouble with *It's A Tight Fit*, while Liverpool's Phil Holt is completely stumped by *Flow Control* — and (rather apologetically) refuses to play any later levels, even though he's got the codes. If you're stuck on any *Lemmings* level, please write to *Lemmings Lifeline*, AMIGA FORUM, European Impact, Ludlow, Shropshire SY8 1JW. Don't forget to include your name and address, plus the name and code of the level (other than the original game, *Oh No! More Lemmings*, or even *Lemmings 2* when it finally arrives).

IT'S A TIGHT FIT! (Wild 2; Code: EKLWUEMQP)

It certainly is, if getting all ten Lemmings safely down to the exit weren't a hard enough task, a tight time limit makes most impossible!



1 Make the first Lemming a climber and parachutist, then immediately turn the flow up to about 60. Now turn the other Lemmings into climbers and parachutists — to avoid much loss-sweeping it's best to make the first four climbers, then parachutists (as they climb the wall) then repeat for the last five. Keep an eye out for the last Lemming, though...



2 When he gets to the top, make him build from the tip of the rock (very important!). If you haven't yet given the last few Lemmings parachutes, clip back up to the top and save them!



If all goes well, all ten Lemmings will parachute down, turn round at the end of the bridge, and reach the exit with a few seconds to spare.



PHEW!

Oh No! What Went Wrong?

If you ran out of time, you didn't increase the flow soon enough. However, if a Lemming goes over the bridge before it's finished, you increased the flow too soon — you need a longer gap between the first and second Lemmings. Or you may have built the bridge in the wrong place — it should be only four segments long. Keep trying: it can be done!

FLOW CONTROL (Haver 10; Code: INSUFLGKPG)

At first it seems impossible with all the Lemmings getting sucked up by the three tubes. Some can get through if you turn the flow to maximum, but then there's not enough time to build a bridge over the gap. However, as it often the case, the clue is in the title...



1 Immediately increase the flow to 99, then straight back down again to 50. This may seem strange, but the initially high rate gets just one Lemming safely through, which is what you want...



2 He can then build a bridge, so you can immediately get the flow back up to 99. This allows a couple more Lemmings past the tubes and over the newly completed bridge.



Only three Lemmings make it to the exit, but it's just enough to make up the 14% required!

CUT-OUT 'N' CHEAT!

CHEAT CARDS

Get your cheats cut, 'cos its cheatin' time again! 30 of the hottest cheats and level codes have been compiled for your convenience (no, not the Jerry!). A few quick snips and you can store them in the best place: the relevant game boxes — or maybe even your own home-made filing system!

amiga
POWER

ALVIN BIRD '92



amiga
POWER

APL



amiga
POWER

ARMALYT



amiga
POWER

ASSASSIN



amiga
POWER

ATOMNO



amiga
POWER

AWESOME



amiga
POWER

BEACH VOLLEY



amiga
POWER

BLOOD MONEY



amiga
POWER

BRAT



CHEAT CARDS



1. ALIEN BREED SPECIAL EDITION '93
2. APE
3. ARMALYTE
4. ASSASSIN
5. ATOMINO
6. AWESOME
7. BEACH VOLLEY
8. BLOOD MONEY
9. BRAT

1	2	3
4	5	6
7	8	9

ARMALYTE (Thalassia)

Included on the recent Big Box 2 compilation, this is a disappointing conversion of the classic C64 horizontal shooter. It should have been a lot slicker. Pause the game and type DELTA 3 for infinite lives.

APE (Replay)

Chasing criminals is fun in this fair coin-op conversion. But if you're always getting in trouble with the cops, this should help. Simply press fire and push the joystick up while the music's playing — you'll be able to start on any level.

ALIEN BREED SPECIAL EDITION '93 (Team 17)

This real monster converts the bones of the original — and all for a budget price. FYI: they aren't after that cash from space.

Here are the level codes (enter by tapping enter a computer): 0000A, 0000B, 0000C, 0000D, 0000E, 0000F, 0000G, 0000H, 0000I, 0000J, 0000K, 0000L, 0000M, 0000N, 0000O, 0000P, 0000Q, 0000R, 0000S, 0000T, 0000U, 0000V, 0000W, 0000X, 0000Y, 0000Z, 0000[space], 0000[enter].

AWESOME (Pygmalion)

This space shooter/shoot-'em-up was unfairly criticized by some as a D (D Esh?) It's not a bad shoot, though. On the large-energy display, move the cursor to the top left of the screen and press + on the keypad. The screen flashes to indicate infinite lives and ammo.

ATOMINO (Pygmalion)

One of the most beautiful patterns around, bonding those atoms is no easy task. Here are some level passwords:

10 — 10YLL	20 — 10YLL	30 — 10YLL
40 — 10YLL	50 — 10YLL	60 — 10YLL
70 — 10YLL	80 — 10YLL	90 — 10YLL
100 — 10YLL	110 — 10YLL	120 — 10YLL

ASSASSIN (Team 17)

One of the most enjoyable arcade adventures for some time, with gun-goon graphics and plenty of action. Try typing these names into the high-score table for some interesting effects: ASSASSIN, ALIEN BREED, PROJECT X, PSYCHO SYSTEMS, GUNFIGHT, THE ONE AND ONLY.

BRAT (Imageworks)

The mouse-and-tilt control system in an added complication in this arcade puzzler. Some codes:

1 — 000000	11 — 000000
2 — 000000	12 — 000000
3 — 000000	13 — 000000
4 — 000000	14 — 000000
5 — 000000	15 — 000000
6 — 000000	16 — 000000

BLOOD MONEY (Realtime)

One of Ben The Butcher's Top 20 shoot-'em-ups in the last list, and rightly so. Despite the slow pace, it's very playable — even more so with two players. To cheat, simply pause the game and type HELP. Infinite lives are yours — for free!

BEACH VOLLEY (Ocean)

Not one of the better sports sims around, but then perhaps the sport wasn't suitable for conversion. Whatever! — saving tennis? During play, type DADDY BRACEY and the screen will flash. Now press F1 to skip levels.

OUT-OUT CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



Amiga CYBERNOID 2



Amiga DARK ATTACK



Amiga LETHAL WEAPON



Amiga NIGHT SHIFT



Amiga OUTRUN



Amiga STORMLORD



Amiga TIME MACHINE



Amiga TYRODUS



Amiga X-OUT



CHEAT CARDS



LETHAL WEAPON

Well, Gibson and Gentry Glover get computerized into rather clumsy characters, but the platform-leaping action is not bad. Hold down Alt and R together; the numbers on the numeric keypad allow you to choose your level (usually this doesn't work on the Atari).

DALEK ATTACK

For invulnerability, during play type in: ROBOT, BOMB, AND, GLIDER, RED, WE'RE, HERE, GOOD, BOMBING (including spaces). It doesn't work by substituting JAMES BOND for ROBOT, BOMB, or swapping the names round. Note that the Doctor can still die from a long fall.

CYBERNOID II

This enjoyable shoot-'em-up can still be based on completion. The cheat is on the sidebar side. On the title screen, type in: REDROCK, ROBOT (the title of that twisted devil-making book) to gain infinite lives. To use the game and press R to skip to the next level.

STORMLORD

One of the few games with graphics worth watching! An arcade adventure/platformer that's well worth getting hold of — if you can find it. Type in: DRAGON, DRAGON before starting the game. Press the game and press L to advance a level.

OUTRUN

Without the slick graphics and sounds of the out-ops, this race conversion reveals the weakness of the former: a simple game. During play, type RED, RANCHET, TA. Now press: O — skip to next level. T — ends 10 seconds, R — restart current level.

NIGHT SHIFT

A unique game style has you manipulating a master machine, making Star Wars toys. It may be dead end, but it's still great fun. Here are some level codes: 1 — Phosphor, Phosphor, Lemon, Cherry. 10 — Lemon, Phosphor, Plum, Plum. 11 — Plum, Cherry, Banana, Phosphor.

X-OUT

Not as good as its sequel (Z-Out), mainly due to the fact that the pre-game ending screen is really better (except for the missing action). This should help. Choose the smallest ship and the smallest enemy, then click on the shopkeeper's face — you get \$25,000 credit.

WWT EUROPEAN RAMPAGE TOUR

What a terrible game — as you just know it is, see the review in the June's Green magazine (page 38). And it's dead easy too, but if you're still stuck, simply press F10 ten times during play to trade your opponents. Note that if you break them down, you can't pick them up again.

TIME MACHINE

Programming team Wild Image now come up with some innovative concepts — this one's even stranger than Hummerfall. Slipping between time zones is made easier with this cheat. Type your name in as DOZZY on the high-score table for infinite lives.

CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



amiga **DRAGON DOWN**



amiga **E-MOTION**



amiga **KNIKTEN WORLDS**



amiga **GEMINI WINGS**



amiga **GHOSTBUSTERS 2**



amiga **HUMANS**



amiga **HOW DO WE LIVE TOGETHER?**



amiga **LIVING TWO WORLDS**



amiga **NEVERMIND**



CHEAT CARDS



10. CRACKDOWN
11. E-MOTION
12. FORGOTTEN WORLDS
13. GEMINI WING
14. GHOSTBUSTERS 2
15. HUMANS
16. INDY AND THE LAST CRUSADE (ACTION GAME)
17. LOTUS TURBO CHALLENGE 3
18. NEVERMIND

10	11	12
13	14	15
16	17	18

FORGOTTEN WORLDS

(Platform)

Another enjoyable two-player blast now out on budget. On the title screen, type **ARC**, then press the **HELP** key to start a two-player game. Press **R** to go straight to the shop, **R** to advance to the next level.

E-MOTION

(Pin Pong)

One of the wildest, but most compulsive pastimes around, if your balls keep exploding, try this! When Elliptical appears (during the game's attract sequence), type **MOONSHOT**. During play, press **R** — forward 1 level, **P** — back 1 level, **P** — forward two levels, **P** — back two levels.

CRACKDOWN

(Puzzle)

Scoutlet meets Zynar Reader in this most-regulating, least-pleasing coin-op conversion. Great fun with two-players, it's a steal on budget!

Pause the game and press **S**, **M**, **R**, and **P** together. Now press **1** for 999 lives, **2** for 999 units of ammo.

HUMANS

(Strategy)

In the same vein, but not as good as *Centurion*! Frilly menus make it a real letdown — so here are the best level passwords:

- | | |
|------------------------|-----------------------|
| 1 — SARFIS | 8 — WISFAC |
| 2 — WIDE RANGER | 9 — COL |
| 3 — GET A LIP | 0 — THE GAMBLE |
| 4 — SARFIS | 000 — END |
| 5 — WISFAC | 0 — FLAC |

10 — **WILSON**

GHOSTBUSTERS 2

(Pin Pong)

Lengthy loading, janky presentation, and mediocre gameplay make this one a turkey. Nevertheless, you may as well try out this strange cheat:

Insert disk 2 first, then when the "Insert disk 1" message appears, insert disk 1. When the game loads, press **RETURN** six times.

GEMINI WING

(Puzzle)

This mediocre coin-op conversion plays better than it looks, but with graphics like these, that's not saying too much. The level passwords are:

- | | |
|---------------------|---------------------|
| 2 — MY WIMPY | 5 — GUNSHOT |
| 3 — CLASSICS | 6 — DOODGURZ |
| 4 — WREXND | 7 — DIGSON |

NEVERMIND

(Puzzle)

This 3-D puzzle is really playable once you get into it — which takes some time.

On the title screen, type **226079** and the message "Cheat now on, Steve" should appear. During play, press the right mouse button to skip levels.

LOTUS TURBO CHALLENGE 3

(Racing)

Here are the codes for the hard tracks (enter them via Delta Drive and select "random" each with Control):

- | | | |
|------------------|---------------------|---------------------|
| 1 — WINDY | 5 — SCRAMBLE | 9 — SCRAMBLE |
| 2 — WINDY | 6 — WINDY | 0 — WINDY |
| 3 — WINDY | 7 — WINDY | 0 — WINDY |
| 4 — WINDY | 8 — WINDY | 0 — WINDY |
| 5 — WINDY | 9 — WINDY | 0 — WINDY |

INDY AND THE LAST CRUSADE

(Action Game)

(Puzzle)

Not so good as the adventures and not a particularly exciting conversion of the movie. On the title screen, type **ARC** and the screen fades. During the game, press **1** — skip levels, **2** and **3** — reach next puzzle level. Enter your high-score name as **SLYTRAX** for infinite lives.

CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



CHEAT CARDS



28. SWITCHBLADE
29. TEST DRIVE 2
30. THUNDER BLADE
31. UGH!
32. VIGILANTE
33. VOYAGER
34. XENON 2
35. XYBOTS
36. Z-OUT

28	29	30
31	32	33
34	35	36

THUNDER BLADE (Atari)

Fidelity controls make this creditable conversion of the famous hydraulic coin-op. Level 5 or take it. This Atari version is certainly a lot better value than its expensive console counterpart.

The level codes are: 3 — RECOVERY, 2 — ALBERTUS, 4 — ANDERSON.

TEST DRIVE II (Atari)

One of the most realistic racers out and outturning the ropes is particularly impressive.

During play, type: LASS — jump to gas station with amazing time and score, GASOT — jump to gas station with real time, ALPP — better acceleration and braking, plus an extra life.

SWITCHBLADE (Atari)

This labyrinthine arcade adventure is great for mopping, but eventually gets repetitive.

Enter your name in the high-score table as POKKY. During play, press 1-5 to skip to that level.

VOYAGER (Atari)

A solid 3-D blaster exploration game that was slightly overstated at the time, but still pretty playable and good value on budget.

On the options screen, type WHEN THE LATEST SHOWERS OF APRIL, FALL and a cheat menu should appear.

VIGILANTE (Atari)

An accurate enough conversion of the machine's coin-op beat-'em-up. Kneel 'em dead with this cheat!

Enter your name in the high-score table as GREEN CRYSTAL. During play, you can now press F1 repeatedly to add lives, and F6 to skip levels.

UGH! (Play Byt)

Yabba, dabba, doo! Not many level codes for this cracking caveman-sabote game.

- | | |
|---------------|--------------|
| 0 — GO TO 20 | 0 — 0000 |
| 0 — 00000000 | 0 — 0000 |
| 0 — 000000000 | 0 — 00000000 |
| 0 — 000000 | 0 — 000000 |
| 0 — 000000 | 0 — 000000 |

Z-OUT (Atari)

Better than its predecessor, Z-Out, this is an enjoyable two-player blast, though the power-ups are a bit gaudy in this mode. During play, hold down J and press 1-8 to jump to that level. Hold down J and K for infinite lives.

XYBOTS (Atari)

Good conversion of one of the best two-player coin-ops around, featuring neat 3-D shoot-outs in maze-like levels.

Enter your name in the high-score table as ALF. On your next game, you'll have infinite lives.

XENON 2 (Atari)

The classic shoot-'em-up featured in Dan The Automator's Top 25 Blasters, but (oh) is clearly to appear on the Atari 2600 Vol 2 compilation.

Pause the game and type RUSSIAN ALP. Unpause and press 5 to skip levels.



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LOTUS ESPRIT TURBO CHALLENGE

If you're more playful than do two chessy rogues, this is the challenge driving home. The sophisticated 3-D action is superb! The competition funnies, as you bump and barge past the computer cars and into each other or obstacle-driven tracks.



THREEBIES!

SWITCHBLADE

A cracking inside adventure with the two punchers and kicking blades going as he searches for the fragments of a mythical sword. The inventor of shoving unsolved areas in will remove the slab of frustration in the sublimely challenging game.

MANIX

A super-up variation of the classic Othello game, this has you juggling around the hexagonal 3-D boards to change their colour, requiring a combination of quick thinking and subtle play.



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I want to get the rapidly growing AMIGA FORCE every 1 month. I must be at least 16 and prefer purely games reviews and tips — and we're looking for people who have an Amiga problem and I can't wait to get my hands on the magazine to help solve every game reader's Amiga problem.

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NEXT MONTH

**COMING
NEXT MONTH!**

The class put forward by the prosecutor's team at midnight as it could have been. Minutes on the clock, Gossage began to rise it — namely they couldn't get 3447 on hand? After all, the jury's not supposed to be so quickly organized as a rally after, and if they don't want, go into the newspaper. With the benefit of hindsight, our correspondent found impact to last the day the next scheduled to write four weeks of his first-classed work.

Before, when you could never be jumping the incidence: **AMIGA FORCE** is at its magnificent play and, alongside a lesser magazine with cheap plastic lamps added to the cover. He knows his color: how could he not? He thought an altogether better means of a read at a high price because of two days their best probably had more than a day in a column. Why didn't he buy **AMIGA FORCE**? After all it's not a better magazine than its competitors, and with a price of £10 (not cost) it mustn't have been much more than the others he used most.

■ You want more tips like these? We've got 'em! The best books, restaurants, shows, movies, music in London, Paris...



In the end, the verdict was in: "Guilty," and poor old Carol and his Amiga got impounded and replaced with a 10K Spectrum. Afterwards, as he walked onto his new, redundant house, he promised himself and the world at large that from that day, he'd buy **RAMBO FORCE**, and **AMMIE**. **RAMBO** always.

Sad story? You bet, but it doesn't have to happen again. You can join the Force crew every month in *Starline*, brightest and most exciting Arnie magazine. For example, next month we'll have a contest of

**In All the
latest im-
prisons get
the full A-
Force
treatment.
and more**



■ We don't name our story-line releases, you know? But you can bet your last red cent that whatever we DO pick is worth the wait!



amiga **SPECIAL**
FORCE **RESERVE!**

Age Group	Very important	Important	Somewhat important	Not important	Don't know
18-24	45%	35%	15%	5%	0%
25-34	40%	35%	15%	10%	0%
35-44	35%	30%	20%	15%	0%
45-54	30%	25%	25%	20%	0%
55-64	25%	20%	30%	25%	0%
65+	20%	15%	35%	30%	0%

HE: Just dropping a quick line to say **AMIGA FORCE** is the magazine for me. After all, could there be another magazine? I mean, look at those features, reviews, playing tips — what a veritable cornucopia! Little thingy it is. So...

NY NAME
NY ADDRESS

POSTCODE

I'd like my AMIGA FORCE ☒ **Delivered**
☐ **Kept behind the counter**

Just in case you didn't know, **AMBA FORCE** is published by **Eschscholtz Impact**, and distributed by **COMAG**. Thanks!

**AMIGA
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STORE NEAR
YOU ON
15 APRIL —
Be there or be
eternally
sorry!**



ABANDONED PLACES

2



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☐ I CONSENT TO MY SON/DAUGHTER BEING ENTERED INTO THE BIG BREAKFAST MASTER BLASTER MAYHEM CONTEST AND AM WILLING FOR OUR FAMILY TO APPEAR ON TELEVISION IF THIS IS THE WINNING ENTRY. (THE WINNING FAMILY WILL BE CONTACTED IN PLenty OF TIME TO MAKE ALL NECESSARY ARRANGEMENTS)

SIGNED
RELATIONSHIP TO ENTRANT (EG: FATHER)

☐ THE BREAKER: (COMPLETE IN NO MORE THAN 15 WORDS) ME AND MY FAMILY SHOULD BE ON THE BIG BREAKFAST BECAUSE...

☐ **QUESTION ONE**
THERE IS A MASTER BLASTER SECTION ON THURSDAY'S BIG BREAKFAST AT 7.45AM - WHO PRESENTS IT?

- ☐ BEN THE BOFFIN
- ☐ NIGEL THE KNOW-ALL
- ☐ HARRY THE HACKER

☐ **QUESTION TWO**

MASTER BLASTER IS SOMETIMES PRESENTED BY ZIG AND ZAG ON MONDAYS. WHO ARE ZIG AND ZAG?

- ☐ COMPUTER GAME PROGRAMMERS
- ☐ FOOTBALL SUPPORTERS
- ☐ ALIENS FROM THE PLANET ZOG

☐ **QUESTION THREE**

WHICH ONE OF THE FOLLOWING IS NOT A BIG BREAKFAST FEATURE?

- ☐ TRUTH OR DARE
- ☐ GUESS THE MESS
- ☐ THE CRUNCH

PLEASE TICK THE APPROPRIATE BOX ☒

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THE BIG BREAKFAST

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- (C) PUT A STAMP ON THE CARD AND POP IT IN
THE POST

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PAULA YATES!

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